

CUB SCOUT

PROGRAM HELPS



2008-2009

**COMPLETE PLANS FOR DEN AND
PACK MEETINGS INCLUDING:
GAMES, OUTDOOR ACTIVITIES,
SONGS, AND CRAFTS**

BOY SCOUTS  OF AMERICA®

2008–09 Tiger Cub and Cub Scout Advancement Plan

While much of advancement in Cub Scouting is intended to be accomplished within the family, many requirements may be met by attending organized den meetings. Den meetings outlined in *Cub Scout Program Helps* include several advancement requirements each month.

Completion of den meeting activities along with home assignments will insure that each boy receives his next badge of rank at the blue and gold banquet in February. Below you will find a list of recommended activities for each program level that den leaders can assign to be completed at home each month.

Some things to remember:

- Family involvement is an important purpose of Cub Scouting, and it includes the family being involved in the advancement process. For those requirements completed in the den, the Cub Scout should share his accomplishments with his parent or guardian, who in turn signs the boy's handbook.
- Advancement is a method of Cub Scouting, not a purpose. Boys learn and grow through a variety of activities. Den leaders should be flexible with den meeting plans as they learn what works for their particular den of boys.

Special note for Bear Cub Scouts: As Bear Cub Scouts choose a combination of 12 achievements from the 24 available, many different combinations of achievements will bring the Cub Scout to his rank advancement. *Cub Scout Program Helps* provides only one pathway to that end. Allow boys the flexibility to choose their own interests.

	Achievements Completed at Den Meeting	Achievements To Be Completed at Home	Electives Completed at Den Meeting
Tiger Cub			
September	Bobcat 1, 4, 6 2D, 4G	Bobcat 2, 3, 5, 7, 8 1F	6, 9
October	1D, 1G	5F	2, 21
November	2G, 5D	3F	10 or 11, 12, 25, 32
December	3D, 5G	2F	1, 2, 10 or 12
January	3G, 4D	4F	3, 19
Wolf Cub Scout			
September	Bobcat 1, 4, 7 2a, 2c, 4a, 12d	Bobcat 2, 3, 5, 6, 8 2d-g, 4a-f	1a, 11a, 23d
October	1a, 1b, 2b	7a-f, 9a-e	6c, 11c (partial)
November	1c, 1d, 1e, 1g, 2a, 3a	3b-c, 6a-c, 12a-k	11d, 11f
December	2a, 8a, 8d, 11b	11a-d, 8b-e	
January	2b, 10b	5a-e, 10a-e	1b
Bear Cub Scout—God (1 or 2); Country (3, 4, 6); Family (8, 9, 10, 11); Self (15, 17, 18, 24)			
September	3f, 7a, 9e, 11c, 16b, 23b (partial), 23c (partial)	1 or 2, 9f or 9g, 17a, d, e, f	9a
October	4a, 4c, 8a, 8c, 11g	4b, 8g, 18a, b, f, g, h	
November	3f, 5a, 6b, 6g or 7b, 24f	3a, b, j, 24d, e	
December	3f, 9a, 9d, 15b	6e, 10a	9a
January	10b, 13f, 15b, 15c	11a, b, d, e, 13f	

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CUB SCOUT PROGRAM HELPS

Your Guide to a Successful Den and Pack Program

Cub Scout Program Helps for 2008–2009 has been assembled and created by volunteers who have many years of experience working with dens and packs. Use these program suggestions as a resource and guide to help you plan the best possible program for your Cub Scouts.

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November 2008—Seeds of Kindness

December 2008—Holiday Lights

January 2009—“A-Maze-Ing” Games

February 2009—American ABCs

March 2009—When I Grow Up

April 2009—Jurassic Pack

May 2009—Leave Nothing But Footprints

June 2009—A-Camping We Will Go

July 2009—Be a Sport

August 2009—Fun in the Sun

BSA Supply Division Theme Support Materials

Do you have an idea that you would like to share with other Cub Scouters? Perhaps your Cub Scout den has written an original skit or song. Maybe your pack committee planned a memory-making advancement ceremony. Would you like to share a Cubmaster's Minute that touched the boys in your unit? Send your ideas to the Cub Scout Program Helps volunteer task force. Next year you might just see them in print!

Cub Scout Program Helps Task Force
Cub Scout Division, S208
Boy Scouts of America
P.O. Box 152089
Irving, TX 75015-2089

Using *Cub Scout Program Helps*

Cub Scout Program Helps has everything a leader needs to get started, whether planning a den meeting or a pack meeting. For each month, you will find:

- An agenda and plans for the monthly pack meeting
- Plans for monthly pack leaders' meeting
- Four weeks of meeting plans for Tiger Cubs
- Four weeks of den meeting plans for Wolf Cub Scouts
- Four weeks of den meeting plans for Bear Cub Scouts

These plans revolve around a recommended theme, used by Cub Scout packs around the country. They highlight achievements and electives that can be started and/or completed during the den meeting. Additional achievements and electives are identified for boys to complete at home with their families. You will also find references to Cub Scout enrichment programs such as the Cub Scout Academics and Sports Program and BSA Family Program.

Pack Plans

Theme-related ideas are provided each month to help the pack meeting to be an event that all parents, Cub Scouts, and family members will enjoy. Guidelines for creating the program are provided to help your pack leaders' meeting effectively organize the monthly pack meeting. The sample pack meeting agenda includes games, songs, cheers, and recognition ceremonies that Cub Scouts will enjoy.

The Cubmaster Corner is featured each month to share with Cubmasters an item or idea that is special to their important position in the pack.

Den Plans

Activity plans for weekly Tiger Cub, Wolf Cub Scout, and Bear Cub Scout den meetings are provided for each month of the year. Notice that the activities suggested for each of these program areas of Cub Scouting are designed to be age appropriate. Boys will have an opportunity at the monthly pack meeting to demonstrate the skills or perform an activity that they learned during the month.

Similar meeting plans and activities for Webelos Scouts are in the *Webelos Leader Guide* (No. 33853).

PURPOSES OF CUB SCOUTING

The activities found in *Cub Scout Program Helps* are designed to support the purposes of Cub Scouting. They are chosen to help promote the overall aims of Scouting to develop a boy's character, train him in good citizenship, and encourage him to become more fit physically, mentally, and morally.

ADAPTING PLANS

The sample meeting plans encourage a fun-filled den or pack meeting. Leaders will want to consider varying the pace of meetings and varying the activities presented to boys, while paying attention to the many learning opportunities that covering the purposes will provide.

Dens and packs with different schedules can adapt the ideas in *Cub Scout Program Helps* to fit their situations. Pack leaders can also change the order of the themes to fit their needs. Packs determine when to use special events such as pinewood derby, space derby, or raingutter regatta. The annual planning session will also assign months for special service projects and a uniform inspection. The order of the themes may be modified to capitalize on event possibilities. Keep in mind, however, that it is best when all dens in the pack are working on the same theme. Also, each designated monthly theme is supported by *Boys' Life* and *Scouting* magazines and at local Cub Scout leaders' roundtable meetings.

Planning helps leaders make the best use of resources and the themes. It allows leaders to watch for sales on craft supplies, practice songs in advance, and have the time to construct any projects before meetings. Planning allows the pack committee time to prepare ceremonial props for advancement recognition and decorations for theme-related atmosphere, as well as for coordinating activity and game supplies. Plans for each month's pack leaders' meeting will highlight items of interest for pack committee members to review as the pack progresses toward its quality unit status.

On behalf of countless Cub Scouts, thank you for the time and energy you are giving to make a difference in the life of the boys of your unit.

SPECIAL MOMENTS

Throughout *Cub Scout Program Helps*, leaders will find many ideas for helping them "capture the moment" and gently give boys a glimpse of the deeper purposes within the fun of Cub Scouting.

CUBMASTER AND DEN LEADER MINUTES

A den or pack meeting may close with a Cubmaster's or Den Leader's Minute—a one- or two-minute story that emphasizes values, Scouting ideals, or character. It relates the monthly theme to everyday life encounters of Cub Scout-age boys and ends the meeting with a thought-provoking moment or challenge.

REFLECTING

Reflecting is a method for leaders to guide Cubs to their own understanding of the deeper purpose of an activity. Open-ended questions guide boys into discussing their thoughts, feelings, and actions about an activity and its effects. Guidelines on leading a reflecting session are found in the *Cub Scout Leader How-To Book*.

CHARACTER CONNECTIONS

Character development is a part of everything a Cub Scout does. Character Connection discussions relate an activity, project, or event to one of the 12 core values of Cub Scouting. The focus is on knowledge, commitment, and practice. Guidelines on leading a Character Connection discussion are in the *Cub Scout Leader Book*.

Den and Pack Meeting Hints

DEN MEETINGS

Plan your meetings ahead of time with emphasis on the flow of activities. Alternate between quiet and more vigorous activities. Boys have a lot of energy to expend, so be sure you have an active game or craft to help channel some of that energy.

Den Rules and Code of Conduct. At the beginning of the year, establish the rules that the den will follow and the consequences for breaking those rules. Boys should participate in the decision-making process. By helping decide what can and can't happen in the den, boys will feel a sense of responsibility toward how the den is run. They will feel that the den is "theirs." Have them sign a poster on which the code of conduct is written and display it at your meeting place. Or make two copies: one that boys can keep at home and one to be displayed at the den meeting after both the boy and his parent have signed it.

Ceremonies are important for marking the beginning and ending of each meeting. They are also a time for reinforcing the aims and purposes of Scouting and bringing the boys together. As boys finish achievements towards their badges, simple ceremonies during the den meeting will serve to congratulate them on their accomplishments.

Immediate Recognition Kits. Use of the immediate recognition kits for Tiger Cubs and Cub Scouts is a method of encouragement along the advancement trail. Set aside time in den meetings to award beads representing completion of achievements. Congratulate boys enthusiastically for their efforts.

A den doodle is an object for the boys to use to show off their accomplishments and achievements. The *Cub Scout Leader How-To Book* has many ideas for den doodles. Your den of boys can design and create their own den doodle as a den meeting activity at the start of the year. Use the den doodle to keep a visual reminder of activities the den has completed and shared.

Treats. Boys love goodies! Give everyone a chance to share his favorite treats with the den. A treat bucket or container that the boys decorate can serve as a visual reminder for the boy who is responsible for the treats each week. Discuss food allergies with families and share the information with the den if appropriate.

Den scrapbook. Fill the scrapbook with sample artwork boys do as den activities, stories about their adventures, and pictures taken of boys with their completed crafts. The den scrapbook will be a treasured memento proudly displayed at the boys' Eagle court of honor in just a few years!

PACK MEETINGS

Plan your meetings using the meeting plan outlines. Solicit additional adult help for activities and tasks. Shared leadership of the pack benefits everyone by getting other parents involved and creating opportunities for adults to share their skills and interests with boys.

Planning for den involvement in pack meetings is most important. Each den should have their participation scheduled in advance. The order of their contribution is important to share as well: for instance, if a den has props for their activity/event, knowing when they are "up next" will give them time to get ready. Coordinate all skits and contributions at the pack leaders' meeting so that events are approved in advance and are not duplicated.

Ceremonies. Each boy will accomplish one or two major rank advancements during the program year. Each of these is a very special and significant moment. Make these moments special by planning badge presentations. Also, you may choose to present the parents' pin representing each rank to recognize parental involvement in the advancement process.

Costuming. The pack meeting is the "big show." Costuming supplies can easily and inexpensively be obtained through the resources of your pack committee, local thrift shops, and garage sales.

Staging events at your pack meeting adds to the fun and memories. Families will be taking many pictures of their son receiving his awards and recognitions. Take a little extra effort to arrange things in a way that will allow a clear shot for the perfect picture of the Cubmaster presenting the award.

Provide a consistent area at your meeting place where the den displays are placed. When den skits are performed, have a plan for the manner in which dens will enter and exit. This makes for a smooth show and everyone looks great!

Pizzazz. These *Cub Scout Program Helps* provide some ideas for applause stunts. Scatter them throughout the pack meeting and between den performances. They recognize the den for its contribution and can also reinforce the monthly theme.

Recognize your volunteers. Occasional recognition of the pack leadership and parental involvement in activities will be welcomed by all. Everyone deserves a "thank you," and boys will proudly see the adults in their lives being recognized and appreciated.

Wonderful opportunities await! The new school year brings possibilities of new friends. This month a Cub Scout can invite a new buddy to join the fun and adventure of Cub Scouting. This single act can influence the lives of many. The boys will make new friends while keeping the old by learning to share and treat buddies with kindness. In the den meeting the boys can learn the value of friendship, cooperation, and respect through games and activities. This new team of buddies can develop secret codes and write messages to each other. They will learn the Cub Scout handshake and motto, which signify belonging to that special group. The boys can practice the buddy system as they go on hikes, work on projects, play games, and participate in sports. This is a great month for boys to earn a Cub Scout Academics or Sports belt loop or pin as they work and play together with an interest they all share.

PACK PLANNING

An important feature in this month's pack meeting is a pack adults' meeting. While the adults attend this meeting, Cub Scouts and their siblings play games in another supervised area so the adult meeting can continue on its own.

Appoint the following committees to help with the meeting:

- **Site Committee.** Secure a location that will accommodate the pack adults' meeting as well as a large area for playing games.
- **Decorations Committee.** Make parking and welcome signs so new families know how to get to the meeting place.
- **Pack Meeting Greeters.** Assign greeters. Prepare blank name tags. Provide markers and straight pins. Prepare the My New Buddies gathering activity.
- **Program Committee.** Determine games to be played and provide for supplies needed. Ensure that all awards are ready to be distributed and a meaningful ceremony is planned.
- **Refreshments Committee.** Prepare treats in advance. Have paper cups for serving refreshments.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Respectful relationships.** Cub Scouts begin to appreciate and respect boys and leaders in the den as they get to know each other.
- **Friendly service.** Boys discover that they have the ability to serve their fellow Scouts when they welcome new boys to the pack.

This theme is designed to promote character development by emphasizing these core values:

- **Cooperation.** Boys learn that when buddies cooperate, they have fun working and playing together.
- **Faith.** Cub Scouts have the opportunity to explore their faith through repeating the Cub Scout Promise and working on advancement.

MEMBERSHIP MOMENT

What a perfect theme for conducting your pack's fall roundup. Your council will provide training for planning this event. Encourage every Cub Scout to bring a new buddy to participate in Cub Scouting.

Or as a follow-up to your roundup, have a pack "Bring a Buddy Picnic" or other event to welcome new members. All boys, including new members, can invite friends who did not attend your round-up. Your parent orientation could be conducted at this time instead of at the pack meeting. Play "buddy games" such as wheelbarrow or three-legged races.

Pack Meeting

BEFORE THE MEETING

For this first meeting of the school year and first meeting for many families, it is important to make a good first impression. All committees arrive early to set up their sections of the meeting area. The decorations committee posts parking and welcome signs and sets up tables for name tags, for each den's exhibit, and for refreshments. The program committee sets up the game area and any equipment needed. The refreshments committee will set up a table to serve refreshments at the end of the meeting.

GATHERING

The greeters welcome each family as they arrive. Have each person write his or her name on a name tag. Use pins to attach name tags to clothing. Direct Cub Scouts to area designated for displaying den projects. Den displays could include pictures of last year's den and pack activities to help new families anticipate the fun of the coming year. Give instructions for the My New Buddies gathering activity (2 SEP).

MAIN PART OF THE MEETING

Opening

The Cubmaster conducts The Spirit of Cub Scouting ceremony (3 SEP).

Prayer

A preselected Cub Scout comes forward and says the Thankful for Cub Scout Friends prayer (3 SEP).

Welcome and Introductions

Cubmaster: "Welcome! We're off to a great new Scouting year. To help us get to know each other, let's play Pass the Handshake" (2 SEP).

Icebreaker:

Pass the Handshake

Have all the people sitting at the end of each row shake hands and introduce themselves to those people sitting next to them. The next people then do the same with the persons next to them. Continue down the row.

Song

The pack song leader brings up everyone who is new to the pack. Sing “Hi, Cub Scout” (*Cub Scout Songbook*) as a welcoming song. Provide the words on handouts or a large poster that everyone can read.

Den Demonstrations

Invite dens to explain some of the secret codes they worked on during den meetings this month. Other dens may present skits or songs. Invite the Tiger Cub dens to share about the Go See It adventure they had this month.

Recognition

You will have new families joining your pack this month; conduct a new family induction ceremony to welcome them. Use the Key to Cub Scouting new family induction ceremony (3 SEP).

To present advancement awards, use The Doorway advancement ceremony (3 SEP). Or select an alternate ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Use the doorway prepared for the advancement ceremony. Have the committee chair knock loudly from the back of the door. The Cubmaster turns around and opens the door. The committee chair and other members step through and share the pack’s plans for future pack meetings, planned service projects, and words of note. Consider having printed copies of a pack newsletter available at this meeting.

Direct the children and adults to their respective areas while the pack adults’ meeting is conducted.

Pack Adults’ Meeting

Committee members conduct this important orientation. Review and present the material in chapter 24 of the *Cub Scout Leader Book*.

While this meeting takes place, have assigned adults and den chiefs lead games for Cub Scouts and siblings. Assign a minimum of two or three committee members to run games. Play Buddies Tie (3 SEP) and other two-person games. A large selection of games is in the *Cub Scout Leader How-To Book*.

Cubmaster’s Minute

The Cubmaster delivers the Cubmaster’s Minute: Buddies (3 SEP).

Closing

The song leader leads the pack in singing “Be Kind to Your New Cub

Scout Friends” (3 SEP). Be sure all pack members have the words or can see preprinted words so everyone can end the meeting singing together.

REFRESHMENTS

Invite families to the refreshments area. Provide refreshments in halves—fruit that is cut in two, donuts cut in half, etc.—so that people take a half and their buddy takes the other half. Have beverages prepoured, but the individual takes one and gives one to a buddy. (Set filled paper cups out on the table in pairs.)

Cubmaster Corner

PACK MEETING GREETERS

Stress the importance of greeters at each pack meeting. New families may feel awkward, or they may not know if they are in the right place. The greeters will:

- Welcome each family as they arrive at the pack meeting.
- Help families feel at home.
- Give directions to the den display table.
- Explain the gathering activity—either giving instructions for or showing the location of the activity.
- Direct families to where they should sit.
- Provide name tags each month so family members can learn the names of other pack members.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: MY NEW BUDDIES

Preparation: Prepare copies of the information below.

Directions: Meet and learn something about the other people here tonight. Find people who fit the categories listed below and have them sign the appropriate square. Each person should sign only once.

MY NEW BUDDIES

Same color shoes on as you	Longest hair	Wearing a watch	Tallest person here	Born in same month as you
Same number of people in family	Same color eyes as yours	Someone you just met tonight	Wearing shoes that tie	Knows Cub Scout motto
Wearing black socks	Has a pet bird	Knows who Akela is	Has same hobby as you	Can count to 10 in another language
Curliest hair	Same color shirt as you	Has been out of the country	Your same height	Wears glasses
Knows Cub Scout sign	Likes same TV show as you	Shortest person here	Same color hair as yours	Name starts with same letter as yours

OPENING CEREMONY: THE SPIRIT OF CUB SCOUTING

Equipment: Three candles (real or artificial), U.S. flag

AKELA: I am Akela, the leader of the pack. The candles before me represent the spirit of Cub Scouting.

The first candle is a symbol of a Cub Scout's promise to do his duty to God and his country. (*Light candle*)

The second candle is a symbol of a Cub Scout's promise to help other people. (*Light candle*)

The third candle is a symbol of a Cub Scout's promise to obey the Law of the Pack. (*Light candle*)

Please stand and repeat the Cub Scout Promise, followed by the Pledge of Allegiance.

I now declare this meeting open. Let the pack meeting begin!

PRAYER: THANKFUL FOR CUB SCOUT FRIENDS

We are thankful for our Cub Scout pack. Please watch over each of us and our families during the year ahead. Amen.

SONG: CUB SCOUT PACK

Tune: I've Been Working on the Railroad
We're a pack of busy Cub Scouts;
Cub Scouts all are we.
We know how to have a good time,
As everyone can see.
Hope you'll choose to come and join us;
Have fun with all the rest.
Don't you want to be a Cub Scout?
With us you'll do your best!

SONG: BE KIND TO YOUR NEW CUB SCOUT FRIENDS

Tune: Stars and Stripes Forever
Be kind to your new Cub Scout friends,
For a true friend is nothing to squander.
Be kind to your friends in the pack,
Where the friendships will always last.
You may think that this is the end.
Well, it is!

NEW FAMILY INDUCTION CEREMONY: KEY TO CUB SCOUTING

Equipment: Large cardboard key with "Scout Spirit" printed on it; old key on a string

We have with us tonight some families who wish to join Cub Scouting. Will the following families come forward?

(*To boys:*) Before you will be allowed

to enter Cub Scouting, you must realize that you will face many new challenges. You will attend weekly den meetings. You will need to work with Scout leaders and at home with your parents. To achieve the highest rank in Cub Scouting you must set your sights on earning the Arrow of Light Award. You may get discouraged because the trail seems too steep and hard to climb.

There is a key to reaching each of these goals. Do you know what the key is?

The key to Scouting is "Scout Spirit," and it requires the help of a supportive family to turn the key.

(*To families:*) Scout spirit includes teamwork. It includes fair play and good sportsmanship. It includes that "something special" that makes Scouts want to be the best they can be. This key will unlock the door of achievement.

(*Put the key around the Cub Scout's neck.*) Welcome to Pack _____!

ADVANCEMENT CEREMONY: THE DOORWAY

Equipment: Portable door and frame (can be made from a large box such as a refrigerator box, stove box, etc.)

Before you is a doorway. What do you think is behind that door? (*Wait for a response.*) The right answer is anything you can imagine ... except, of course, the past. You can never go backward, only forward.

There are many examples of doors opening to wonderful worlds and adventures. Books are filled with stories of characters passing through doors.

(*Start with Bobcat rank, and follow in succession.*) As you stand on this side of the door, you are a (*current rank*) Scout. When you open the door and pass through it, you will never be a (*current rank*) again. Instead, you will come through the other side as a (*next rank*) Scout.

It's only by opening doors, real ones or imaginary ones, that we progress in life. I commend you for wanting to improve yourself and for accepting new challenges. You may approach the door with your parents. I will meet you on the other side. (*Cub Scout and his parents pass through door.*)

Congratulations, (*next rank*) Scout! I now present this award to your parents to present to you.

(*After all awards are presented, sing "Cub Scout Spirit."*)

GAMES

Buddies Tie

Materials: Rope, small box, and ribbon for each team

Divide boys into teams of two. Each team stands side by side with the first boy's left hand tied to the second boy's right hand. They proceed to wrap a package with their free hands. The task includes wrapping the package, binding a ribbon around it, and tying a bow. The pair that finishes first is the winner.

New Buddy Shoe Scramble

Cub Scouts put their shoes in a pile 25 to 30 feet from the starting line. A leader mixes up the shoes so that no pairs are together. On signal, one member of a buddy duo runs to the pile, picks out his friend's shoes, grabs them, returns to the start, and puts them on his buddy.

When the buddy's shoes are on, that buddy races to the pile, grabs the pair of shoes for the first runner, returns, and puts them on his buddy's feet. The first team of buddies done is declared "Best Buds."

Buddies Afloat

Materials: Newspapers

Divide boys into relay teams; give each team a pad of several sheets of newspaper (this is the "raft"). Two players ride the raft at once. The skipper stands in front; the passenger stands behind. On signal, the skipper bends over and takes hold of the newspaper pad. Then, by shifting weight and sliding the papers forward, the crew maneuvers the raft to a finish line 10 feet away. They then grab the paper and run back to the next pair on their team. Continue until everyone has raced.

CUBMASTER'S MINUTE: BUDDIES

What is a buddy? A buddy is a friend—someone to have fun with, to do things with, someone you can trust, someone you can count on.

Have you heard of the buddy system? The buddy system is when two people pair off and watch out for each other. Using the buddy system is important in swimming, bicycling, hiking, or any other activity. Many of you have reviewed the buddy system in your den meetings this month.

Having a buddy isn't just fun. Being with a buddy also helps you stay safe. There is safety in numbers.

As we get to know each other, we will find out that it's fun to have buddies of all ages.

CHEER: HOO-RAY, HOO-RAY

Hoo-ray! Hoo-ray!

Hooray, hooray, hooray!

We're the Cub Scouts of the BSA!

APPLAUSE: ROUND OF APPLAUSE

Version 1. Clap while moving arms in a circular motion.

Version 2. Clap while standing and turning around.

REFRESHMENTS: DECORATE A BUDDY

Before the pack meeting, make sugar cookies shaped like gingerbread men. Provide frosting and candy decorations. Have each person frost a cookie and add candy decorations to their cookie buddy.

September Pack Program Page: New Buddies

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Astronomy. September brings clear evening skies to most regions. Cub Scouts will have an opportunity to learn about objects in the sky and then view them in the evenings, while earning the Astronomy belt loop and pin as recognition.

Cub Scout Sports

Bicycling. "B" is for buddy and for bicycling. Cub Scouts can work with a buddy to earn the Bicycling belt loop while practicing their riding skills.

FAMILY ACTIVITY

Being the new kid on the block can be difficult. This month families will have fun doing activities in "Adjusting to a Move." Other helpful activities will be found in this section of *Cub Scouting's BSA Family Activity Book*. Cub Scouts can help new families by sharing phone numbers, taking them snacks on moving day, and recommending local services and shops.

DID YOU KNOW?

Den Chief

A den chief is an older Boy Scout, Varsity Scout, or Venturer who serves as the activities assistant at den meetings and helps the den in its part at the monthly pack meeting. Being a den chief gives a Scout a chance to practice leadership skills. He or she also helps the denner and assistant denner to be leaders.

A den chief can be a buddy to the Cub Scouts in the den. One responsibility of the den chief is to be a friend to the boys in the den. A den chief should understand the meaning of friendship.

GOOD TURN FOR AMERICA

How would you feel if you didn't have friends? Some people's circumstances don't allow them to have many friends. This month the pack may choose to go to a children's hospital or a shelter for the homeless and play games and read stories to the children.

BSA RESOURCES HIGHLIGHT

Cub Scout Scrapbook (No. D32013); Cub Scout Photo Frame Scrapbook (No. D30004). With the beginning of a new Cub Scouting year, families will enjoy recording memories of their sons' Scouting experiences. Boys may also use the scrapbooks to preserve their projects, artwork, and photographs.

PACK LEADERS' PLANNING MEETING

The pack leaders meet a week or two before the September pack meeting to coordinate all elements of the September meeting and outline den and pack activities for the October pack meeting.

Plan your fall pack adults' meeting. An outline of the pack adults' meeting can be found in the *Cub Scout Leader Book*. Have the pack calendar and newsletter to distribute. Consider having a sign-up sheet so that all pack families can receive the newsletter and related messages online, thus saving your pack postage expenses.

While the adults attend their meeting, the boys will have fun playing games that require teamwork. Determine the number of leaders needed to run the games and make assignments. The games for this month's pack meeting should be games in which teams of boys play or compete together, not against each other. For many games it may be best to make teams of boys who are the same age and of similar height and weight.

Discuss plans for the October meeting. October's theme is "Adventures in Books." Each den will have the opportunity to write a skit and make costumes to be performed at the pack meeting. When planning for refreshments for all meetings, consider any food allergies of Cub Scouts, siblings, and adults.

The pack trainer leads Unit Leadership Enhancement No. 6, Leadership Training. The information will include the importance of and need for the various levels of training available to all Cub Scout leaders. The *Cub Scout Leader Book* has plans for this and all topics that will help the pack go and grow.

LOOKING AHEAD

October is Fire Safety Month. As a way of saying "thank you" to your local firefighters, the pack may consider taking treats to the local fire station.

PACK TRAINER HIGHLIGHTS

Before the monthly pack leaders' planning meeting, ask leaders to bring a calendar, or provide one for each leader. Then ask them to then bring that calendar with them each month to the planning meeting. The calendars will be used to enter roundtable and all training dates as well as den and pack events.

Provide all local training dates and locations and encourage all leaders to be trained leaders.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Gather fallen leaves of various shapes and sizes. Make a picture using the leaves.

Wolf Cub Scouts. Go on a bike ride with a buddy.

Bear Cub Scouts. Work on *Elective 20* and learn to roller-skate. Remember to use a helmet and proper protection.

Webelos Scouts. Go to an orchard and pick apples.

New Buddies: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.				
BEFORE THE MEETING STARTS	Have a U.S. flag. Gather materials for the Tiger Cub Den Banner (6 SEP).	Have a U.S. flag in place. Gather materials for My Friend's Favorite Things (6 SEP). Prepare directions for the Go See It next week.	Call the Go See It destination to confirm arrangements, times, fees, etc.	The host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Boys decorate their tiger for the Tiger Cub Den Banner (6 SEP).	Play My Friend's Favorite Things (6 SEP).		
OPENING	Recite the Pledge of Allegiance (<i>Achievement 2D</i>) and the Cub Scout motto (<i>Bobcat Trail #6</i>).	Recite the Pledge of Allegiance and practice the Law of the Pack.		
SHARE	Tiger Cubs share information about their best buddy. Ask the Tiger Cubs to bring a picture of a good time they have had with friends or their best buddy for next week's meeting. Talk about ways for boys to make new friends (<i>Elective 9</i>).	The Tiger Cubs can use the pictures they brought to help them share a favorite time they had with friends or their best buddy. Talk about the experience Tiger Cubs had doing Elective 9.	Take a Go See It to a newspaper office, radio station, or television station (<i>Achievement 4G</i>). At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	Participate in the monthly pack meeting by sharing the song learned in the second den meeting, the Tiger Cub Den Banner, and information about the den's Go See It.
DISCOVER	Finish the Tiger Cub Den Banner. Teach the Cub Scout sign (<i>Bobcat Trail #4</i>).	One Tiger Cub and his adult partner teach a song (<i>Elective 6</i>). Discuss how you can add hand motions, costumes, or some other pizzazz element for performing at the pack meeting.	A Tiger Cub immediate recognition bead may be presented for participation and completion of <i>Achievement 4G</i> .	Tiger Cubs and adult partners sign the thank-you note.
SEARCH	Plan to go to a television station, newspaper office, or radio station for the Go See It for this month.	Finalize plans for the Go See It. Have adults work on the Honesty Character Connection with their Tiger Cubs during the week.		
CLOSING	Use the Cub Scout sign and recite the Cub Scout Promise (<i>Bobcat Trail #1</i>).	Recite the Cub Scout motto. Remind everyone of the Go See It.		
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Tiger Cub Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.				

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 2, 4G; Electives 6, 9; Bobcat Trail 1, 4, and 6.

It's a new school year, and a new year of Cub Scouting is ahead for the Tiger Cubs and their adult partners. This month the Tiger Cubs will get to know their den mates as they work together on a Tiger Cub den banner and do the My Favorite Things activity. Working together will help Tiger Cub den members get to know each other better, and it will give them the opportunity to practice being honest, respectful, and cooperative. For this month's "Go See It," visit a newspaper office, magazine publisher, television or radio station, or historical museum to see how communication has changed over the years. Have the Tiger Cubs show off their banner and sing a song for the pack meeting.

CHARACTER CONNECTION: HONESTY

(Bobcat Trail #1)

Meet with the adult partners to explain the ways to discuss a Character Connection with the boys. Use the Go See It as an opportunity to talk about honesty.

- What does honesty mean?
- Why it is important for us to be honest?
- Why is it important for reporters to report honestly?
- Is it always easy to be honest?
- What if we will get into trouble if we are honest?
- What if a reporter has to report something that he doesn't want to report, but must if he is to be honest?
- Ask boys: "Do you think friends who are honest with each other make the best friends?"



Indoor Egg Toss

Preparation: Blow the contents from a fresh egg. (Make a small hole in the small end of the shell and a slightly larger hole in the large end; empty the egg by blowing in through the small end and forcing the egg's contents out through the large end.) Rinse out the eggshell and allow it to dry. Put a small piece of tape over the small end. Fill the shell with confetti through the large hole, then tape over the large hole. Prepare one egg for each Tiger Cub team.

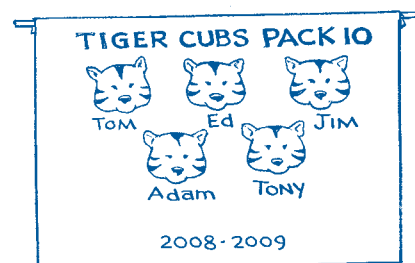
Have the boys throw the eggs to their partners as you direct them. For instance: toss straight to your partner, toss to your partner using an overhand throw, or toss standing on one foot. A Tiger Cub team is eliminated when their egg drops and breaks. The last pair to have an unbroken egg is the winner. Remember to have the boys clean up the confetti! This game provides the opportunity to practice and discuss communication, cooperation, good sportsmanship, and respect for others.

TIGER CUB DEN BANNER

Materials: Rectangular piece of blue felt big enough to hold a tiger head for each current Tiger Cub plus a few potential future Tiger Cubs, orange felt squares (one for each Tiger Cub) with tiger face outline drawn on it, black marking pens, fabric glue, and dowel rod 4 inches longer than the long edge of the blue felt

Have each Tiger Cub decorate a tiger head with a black marker. When done, have the adult partner cut out the head. With adult partner assistance, the Tiger Cub uses fabric glue to glue the head onto the blue felt. Put boy's name below his tiger head. Leave space for extra heads in case additional boys join the

den during the year. Finish banner by turning under and gluing one inch of the top (long edge) of the banner to make a casing through which to insert the dowel rod. Write "Tiger Den _____ 2008-2009." A string may be tied to the ends of the dowel rod and the banner hung on a nail or hook during den and pack meetings. This project may take more than a single gathering time to finish; work on it as you have time.



Hint: Make a template of the tiger head by cutting it out of heavy plastic (a heavy page protector or the plastic from a bacon package—thoroughly washed) or out of single-thickness cardboard (the backing of a pad of paper, for instance). The template makes it easier to get the outline of the tiger head on the felt. The den leader can draw outlines on the felt ahead of time or have each adult partner outline a head for his or her Tiger Cub to color in.

GAMES

My Friend's Favorite Things

Materials: Pictures of animals, toys, foods, and clothing cut from magazines; paper; glue; pencils or pens

Boys work together in pairs. Each boy in the pair picks out his six favorite things from the pictures available, or he may draw his own items if he wishes. He hands them to his partner, telling him why they are his favorite things; boys take turns doing this. The partner glues the six items onto a sheet of paper and puts his partner's name on the paper, as: My Friend (*friend's name*).

Hang these on a wall for the boys to look at as they have time. If time permits, talk about the things that the boys picked in common with other boys as well as some of the different things the boys like—the things that make them special and unique.

New Buddies: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have supplies for Buddy Bracelets (8 SEP). Have U.S. flag and supplies for making posters for the PAL ceremony (8 SEP).	Have U.S. flag. Have phone books and materials for Phone Number Holder (8 SEP).	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have pen and paper for doing secret codes and a large bowl for Friendship Salad.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Start the meeting outside with the game of New Buddy Find (8 SEP).	Collect permission slips. Assistant den leader reviews the different ways to display the flag (<i>Achievement 2c</i>).	Collect permission slips.	Boys sign thank-you note or card. Den chief explains how the secret code works (<i>Elective 1a</i>).
OPENING	Den chief demonstrates the proper way to present the flag. Say the Pledge of Allegiance (<i>Achievement 2a</i>); review what each phrase means.	Cub Scouts lead a flag ceremony and display the flag in a different way from their usual formation. (For example, use an outdoor flag pole.)	Practice the buddy check that will be used during the outing.	Form a semicircle around the U.S. flag and sing "America" (<i>Elective 11a</i>).
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the New Buddies theme. Discuss pack meeting plans for the month and how the den will participate. Explain the buddy system (<i>Elective 23d</i>).	Boys review phone books for numbers to include in the list of phone numbers they are compiling (<i>Achievement 4a</i>). Review the buddy system and call for a buddy check.	Visit the site of a local Habitat for Humanity project.	Practice the PAL opening to perform at the pack meeting. Make sure boys face forward and project their voices. Review so that each Cub Scout is aware of the order in which he will present his part.
ACTIVITY	Make two Buddy Bracelets (8 SEP), one for the Cub Scout and one for his buddy. Make posters for the PAL ceremony to use for the pack meeting.	Prepare a list of phone numbers to have at home. Complete Phone Number Holder (8 SEP).	Conduct a buddy check at some point during the outing.	Boys work together to create a secret code between buddies. Write a note to the buddy and exchange. Decipher the note. Create and enjoy the Friendship Salad (8 SEP).
CLOSING	Give the Cub Scout sign and say the Cub Scout Promise (<i>Bobcat #1, #4</i>). Send home permission slips for outing on THIRD WEEK.	Boys line up by buddy and salute each other with the Cub Scout salute. Buddies salute the den leader together as they leave. Remind boys to bring materials for salad in two weeks.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Gather and sit together in a circle; discuss <i>Achievement 12d</i> . Ask boys if there are new boys at school who could use a friend. Thank Cub Scouts for their contributions to the meeting as they leave.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 2c, 4a, 12d; Electives 1a, 11a, 23d.

Boys will find new buddies, play with the new buddies, and show how to conduct a buddy check. They will learn that buddies are everywhere: firefighters, police officers, and Akela are all types of buddies. These are people who can help and people who can help solve problems. Establishing how the buddy system works during den meetings and outings will make the months ahead run smoother for the den. Finish the month by discussing *Achievement 12d*; give the boys a chance to explore the many kinds of friends they can make.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 4f*, Know Your Home and Community: Boys can visit a local historic site and learn about buddies in the history of your community and how they worked together.
- *Achievement 7e*, Your Living World: Cub Scouts can learn about how people protect the world. They may be doing it with a friend, or making new friends doing it. Either way, buddies can work together to make the world a better place.
- *Elective 20a*, Sports: Boys can play a game of tennis with a buddy.

GAMES

New Buddy Find

Arrange all boys except one ("It") in pairs, standing back to back with their elbows locked. Pairs are scattered randomly over the playing area. When "It" calls "All change," each boy must find a new buddy and hook elbows with him. At the same time, "It" tries to find a partner. The boy left without a partner becomes the next "It."

Buddy Blow

Materials: Table-tennis ball and straw for each Cub Scout

This is a contest to see who can keep a ball going the longest. Boys pair up with a buddy. Each boy holds a table-tennis ball over the end of a straw. Tip head back and blow hard. Release the ball; it will stay suspended as long as you blow.

Buddy Relay

Materials: Tennis balls or oranges (one for each buddy team)

Buddies pair up. The two buddies carry a ball or orange across the room and back again by holding it between their foreheads. If dropped, start again. When the first pair completes their circuit, the next pair begins. Hand over the ball or orange quickly. Teamwork for this game involves moving in tandem with the partner and gently covering the distance while hurrying.

Hot or Cold

Materials: Small object such as a button or small Cub Scout coin

Boys sit still and close their eyes as "It" walks around and hides a small

object in the room. He should walk in many areas and pause several times as if hiding the object. On signal, Cub Scouts open their eyes and walk around the room. "It" says things like "Jake is cold" when Jake is far from the object, or "Daniel is warmer" as Daniel moves close to the object, or "Bobby is hot" when Bobby is near the object. The boy who finds the object becomes the next "It."

BUDDY BRACELETS

Materials: Cording from fabric or craft shop, yellow pony beads, blue pony beads, alphabet beads

Measure the cording or string so that it fits around the boy's wrist and has an overlap of 3 inches on each end. Boys string on a yellow bead, a blue bead, and an alphabet bead.

Encourage boys to share their buddy bracelets with a boy who would like to join Cub Scouting.

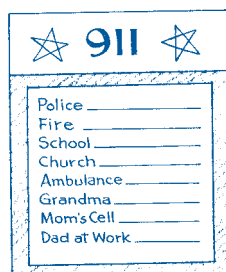
PHONE NUMBER HOLDER

(*Achievement 4a*)

Materials: Craft foam sheets, paper

Preparation: Precut sheets of 3½-by-4-inch paper. Precut 6-by-5-inch and 5-by-1½-inch foam sheets.

Glue smaller strip of foam to the top of the larger piece. Cut out shapes from scrap foam pieces or color with markers.



Glue paper with phone numbers onto the bottom part of the larger piece of foam.

OPENING CEREMONY: PAL

Cub Scouts prepare large pieces of paper with the letters *P*, *A*, and *L* printed on them. Write out phrases on the back of each paper. Add additional large papers for additional boys in your den (a smile or picture could be on the front).

DEN LEADER: "Pal" is just one word for "friend," and our Wolf Cub Scouts are going to tell us how some of the world's great religions think we should treat people:

P—Do unto others as you would have them do unto you. (*The Bible*)

A—Try your best to treat others as you would wish to be treated. (*Confucianism*)

L—What is hateful to you, do not do to your neighbor. (*Judaism*)

Other terms to use might be "friend," "buddy," or "chum."

As new Cub Scouts learn the Cub Scout Promise and the Law of the Pack, a poster in the meeting place will help them.

Cub Scout Poster Set (No. D32068)

Posters with the Cub Scout Promise, Law of the Pack, and Code of Conduct will be useful to new Cub Scouts and their families.

SNACK: FRIENDSHIP SALAD

Materials: Cans of fruit or fresh fruit brought by boys; large bowl

Explain that the boys will make a friendship salad. Each boy brings a can of fruit or a piece of fresh fruit. They add it to the salad in a large dish. Mix and enjoy.

New Buddies: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials to make buddy invitations (10 SEP) and chalk for Path to My Buddy (10 SEP).		Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for Communication Art (10 SEP). Bring marbles to activity.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Boys learn to take fingerprints (<i>Achievement 7a</i>).	Collect permission slips. Pair up and work on two-person contests (<i>Achievement 16b</i>).	Collect permission slips.	Boys sign thank-you note or card. Play Communication Art (10 SEP).
OPENING	Denner presents U.S. flag; den recites Pledge of Allegiance (<i>Achievement 3f</i>).	Conduct the Handshake Opening (<i>Cub Scout Ceremonies for Dens and Packs</i>).		Have denner call roll; each boy answers by telling his favorite part of the hike on Week Three.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Introduce the "New Buddies" theme. Talk about the use of the buddy system (<i>Cub Scout Leader Book</i>) and what a buddy check is.	Part of being a buddy is helping each other. Discuss what to do in a bus accident (<i>Achievement 11c</i>).		Rehearse how the den will explain the buddy system and how it is used, which will be the den contribution to the pack meeting.
ACTIVITY	Make invitations for "Bring a Buddy to Scouting." Buddy can be invited to the third-week outing, a den meeting, or a pack meeting. Go outside and play Path to My Buddy (10 SEP).	Review the two-person contests done earlier. Finish any that were not completed before the beginning of the meeting. Lead a Character Connection on Cooperation (10 SEP). Make Trail Food Twosome (10 SEP, <i>Achievement 9e</i>) for next week's hike.	Go on a nature hike on a nature trail or to a city park, state park, botanical garden, or local Scout camp. (See <i>Cub Scout Leader Book</i> for ideas on themed hikes.) Use the buddy system on the hike. Work on the Cub Scout Outdoor Activity Award (1, 3, and/or 13).	Teach the boys the rules of playing marbles (<i>Achievement 23b</i>). Talk about the requirements for the Marbles belt loop (<i>Cub Scout Academics and Sports Program Guide</i>). Play a game of marbles (<i>Achievement 23c</i>).
CLOSING	Recite the Cub Scout Promise and Law of the Pack. Remind boys to deliver or send their buddy invitations. Send home permission slips for outing on THIRD WEEK.	Den leader calls for buddy check. Boys find buddy and respond by numbering off.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Sing "The Buddy Song" (10 SEP). Cub Scouts shout out their den yell.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 3f, 7a, 9e, 11c, 16b, 23b, 23c (partial).

Boys will learn about the buddy system in Scouting—why we use it and how to be part of a buddy check. They will invite a buddy to visit a den meeting, outing, or pack meeting to encourage him to join Cub Scouting. They will play games that involve a buddy and talk about the Character Connection on cooperation.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 24a*, Be a Leader: With an adult, follow up on your Bring a Buddy invitation to encourage a new boy to join Cub Scouting.
- *Achievements 9b–9g*, What's Cooking? These achievements offer an opportunity for the Cub Scout and a buddy to do various cooking tasks.
- *Elective 17a, 17e*, Repairs: This elective offers an opportunity for the Cub Scout and a buddy to do simple home repairs.

BRING A BUDDY TO SCOUTING INVITATION

(*Achievement 18d*)

Materials: Construction paper or cardstock, magazine pictures, stickers, markers, glue, envelopes

Each boy makes an invitation to show what he likes about Scouting and why he would like his buddy to visit his den meeting. Make sure each invitation has information regarding where and when the meeting is held. Invitations can be hand-delivered or mailed. If the buddy is invited to the third-week outing, enclose a permission slip.

SHOEPRINT CAST

(*Achievement 7a*)

Materials: Plaster of Paris, water, container, stirring stick; cardboard to make ring

Pair up with a buddy; each buddy makes a shoeprint in soft dirt. Place a ring of cardboard around the print. Gently pour plaster of Paris into the track and let dry. After drying, lift the plaster and gently brush off the dirt. Compare the plaster track to the actual track.

BUDDY PAINTING

(*Elective 9a*)

Materials: Easel paper (or similar), paintbrushes, acrylic or watercolor paints, old shirts for cover-ups

Tape two pieces of large easel paper together. Talk about what a “buddy” is (a friend). Divide boys into groups of two or three to paint a picture on the paper cooperatively. They should decide before beginning to paint what their subject will be. It might be a landscape, a fantasy scene, or each other. The object is to work together to create a masterpiece! With the finished paintings, have an art show at the pack meeting.

PEBBLE PAPERWEIGHT

Materials: Jar lid, plaster of Paris, pebbles

Fill a large plastic jar lid nearly to the top with plaster of Paris. In the wet plaster, form a design with washed and dried pebbles or brightly colored shell bits. Designs might be the shape of a bear, the Cub Scout sign, a car, the flag, etc. Have coloring books or magazines to inspire the Cub Scouts in their creations. Let paperweights dry until plaster has set.

PATH TO MY BUDDY

Materials: Large sidewalk area, chalk

Cub Scouts draw different “paths” on the sidewalk from a “start” line to an “end” line approximately 25 feet away. The paths may cross each other several times.

Boys are buddied up. One starts at the “start” side, the other at the “end” side. They follow the route as quickly as possible. Note that they will be crossing with other players, and need to problem-solve who will cross over a line first. When the first Cub Scout reaches the “end,” the buddy returns to the “start” by following the path back.

GAME: COMMUNICATION ART

Materials: Paper; pens, pencils, or markers; simple pictures from a storybook or coloring book

Boys pair up. One boy describes a shape in a picture (without revealing what it is) while his partner draws the picture from his instructions. When complete, compare the drawing to the picture.

SONG: THE BUDDY SONG

Tune: Frère Jacques

This can be sung as an echo song or in the round.

Who's my buddy? Who's my buddy?
Hey, it's you! Hey, it's you!

I'm so glad you are my friend.
I'm so glad you are my friend.
You're the best. You're the best.

CHARACTER CONNECTION: COOPERATION

- Ask boys to give an example of a situation showing cooperation at home or at the den meeting.
- Ask them how the situation might be different if cooperation didn't happen.
- Ask them how cooperating with a buddy makes them feel.
- Tell them to think of ways in the week ahead that they can show cooperation at home, at school, or Cub Scouting.



SNACK: TRAIL FOOD TWOSOME

(*Achievement 9e*)

NOTE: Before serving this snack, be sure no one in the den has peanut allergies.

Materials: Healthy ingredients for trail snacks (dry cereal, raisins, peanuts, dried fruit, etc.), mixing containers, sealing plastic bags

Pair the boys with a buddy. Let them create their own version of trail food snacks and put in sealed plastic bags. When finished, compare the different varieties of recipes. Talk about how we are each different, but we are also alike.

Using Plaster of Paris

Plaster of Paris is an inexpensive craft medium that can be found in craft stores and home improvement supply stores. Read the instructions on the package for the correct measurements of plaster and water. Once mixed, any leftover plaster should be put in the trash, never down a drain as it will harden and potentially clog pipes.

What great adventures come in books? Let's discover some this month. Visit the library and learn to navigate your way through the computerized catalog, down the aisles of many adventures, and to an adventure of your own choice. Sign up for your library card while on your visit. Create your own outdoor epic adventure on a hike, on a campout, or maybe at a ball field or park. Make a costume for a character from your favorite story. At the pack meeting, the boys can perform some of their favorite stories and share their adventures with the pack. Take part in Pedro's "Say Yes to Reading" program in *Boys' Life*. This might also be a good month to work on the Communication or Computer belt loop and pin. Encourage the boys to have the courage to search for, discover, and share adventure this month.

PACK PLANNING

This is the perfect month for everyone to dress up as a favorite character from a book. Be sure to emphasize the positive atmosphere of Cub Scouting while creating and sending home guidelines for costumes. (See chapter 3 of the *Cub Scout Leader Book* for more information on Cub Scouting: A Positive Place.) Appoint the following committees:

Decorations Committee. Create book-shaped posters featuring "Books Never Written" from the Think and Grin section of *Boys' Life*.

Program Committee. Help create the Whodunit book for the advancement ceremony. Provide participation prizes for those who wear costumes. Prepare a display of activities from *Cub Scouting's BSA Family Activity Book* to show at the pack meeting (3 OCT).

Welcoming Committee. Create and distribute book-shaped name tags. Welcome new families and introduce them to others. Create and distribute small blank books for the Create a Story gathering activity.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Fun and adventure.** Boys find new places to explore and new things to do as they discover what books have to offer.
- **Spiritual growth.** Boys can read and share adventures found in the books of their faith.

This theme is designed to promote character development by emphasizing these core values:

- **Courage.** Boys can be inspired by the courage of others as they share stories in books.
- **Positive Attitude.** Read the story of "The Little Engine That Could." Use his positive "I think I can, I think I can" attitude to guide your life.

MEMBERSHIP MOMENT

This month Cub Scouts will be encouraged to dress as characters from books, so what a great time for a costume party! Have boys send invitations to their friends, asking them to attend with their parents, dressed as their own favorite character. As part of the pack meeting program, have a costume contest for guests, being sure to have a recognition ribbon for all who participate. Send home information with parents of guests about how families can join Scouting.

Pack Meeting

BEFORE THE MEETING

Set up chairs and tables if needed for den demonstrations. Create a space to serve as a "stage" for skits or puppet shows. The decorations committee hangs up posters they have created.

GATHERING

As families arrive, greeters from the welcoming committee distribute book-shaped name tags to each family member. Greeters also distribute and explain the Create a Story books and encourage each family to participate in the story-writing activity.

MAIN PART OF THE MEETING

Opening

A Cub Scout den presents The Adventure of Our Country opening ceremony (2

OCT) or a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected boy shares the Help Us to Learn prayer (2 OCT).

Icebreaker

Get everyone involved in the Trip to the Library audience participation (2 OCT).

Welcome and Introductions

The Cubmaster, who may be dressed as a famous character from a book, welcomes all the "characters" to the pack meeting. Introduce new families to the pack. The Cubmaster leads a parade around the room of all who came in costume.

Song

The pack song leader leads "Read, Read, Read a Book" or "Here's a Book" (2-3 OCT).

Den Demonstrations

Dens perform skits based on their favorite books. Dens can report on field trips to the library or show creations from den meetings.

Games

Moms, dads, sisters, and brothers all join with the Cub Scouts playing Return Books to the Library or Reading Relay (3 OCT).

Recognition

The program committee presents participation awards to everyone who came in costume. The Cubmaster and den leaders conduct the Whodunit advancement ceremony (3 OCT). Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

A committee member enters holding a bouquet of flowers to introduce November's theme, Seeds of Kindness. Review the date, time, and location for

December's pack meeting. Highlight the pack display regarding the BSA Family Award and invite all pack members to pursue earning this award.

Cubmaster's Minute

The Cubmaster shares the Pure Enjoyment Cubmaster's Minute (3 OCT).

Closing

Six Cub Scouts help close the pack meeting with the Close the Book closing ceremony (4 OCT). Or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Cubmaster Corner

STORYTELLING

Storytelling goes hand in hand with adventures found in books. Develop your storytelling skills and have a few stories ready to share around the campfire, or when there is time to fill at any pack meeting. Storytelling techniques can add pizzazz to ceremonies, audience participation stunts, and Cubmaster's Minutes. The *Cub Scout Leader How-To Book* has plenty of suggestions to help you learn more.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: CREATE A STORY

Materials: For each family, a small blank book (inexpensive notebook or several sheets of paper stapled together) with a story starter written on the first page; pens or pencils

Provide each family with a blank book. On the first page of each book, have a story starter such as "It was a dark and stormy night. Suddenly ..." or "If I'd known what was going to happen, I never would have opened the door." Let each family continue the story to create their own book. Throughout the pack meeting, invite families to share their stories with the pack. It's OK if they don't finish. They can take it home and finish the story as a fun family time.

OPENING CEREMONY: THE ADVENTURE OF OUR COUNTRY

Equipment: U.S. flag, flag stand

CUB SCOUT 1: Open up a book and read the adventure of our country.

CUB SCOUT 2: The courage of the first settlers as they crossed the ocean.

CUB SCOUT 3: The Declaration of Independence—"life, liberty, and the pursuit of happiness."

CUB SCOUT 4: The Constitution—"We the people of the United States ..."

CUB SCOUT 5: The wars and struggles to make and keep us free.

CUB SCOUT 6: The pioneers who moved westward to new frontiers.

CUB SCOUT 7: The great inventions—the lightbulb, the airplane, the television.

CUB SCOUT 8: Please join us as we salute the flag, the symbol of the great adventure that is our country. (*Present and post colors, say Pledge of Allegiance.*)

PRAYER: HELP US TO LEARN

Help us to learn from the words and ideas of others that we find as we read the great adventures in books. Let us share this gift with our friends and families. Amen.

ICEBREAKER: A TRIP TO THE LIBRARY

Divide the audience into six groups. Each group is assigned a word and its corresponding "sound" or saying. When the word is read, the group responds with their sound or saying. For added fun, assign den chiefs to do sound effects for the hoof beats, the race cars, and the volcano in the story.

LIBRARY: "Books, books, books!"

BOOK or BOOKS: "Read, read, read!"

DARK: "Turn on the lights!"

OPEN: "Squeeeeeeeak!"

CLOSE: "Slam!"

QUIET: "Shhhhhh!"

Today, our Cub Scout den is visiting the LIBRARY. Let's OPEN the door and go in. Where are all the BOOKS? I can't see any BOOKS—it's so DARK in here. Let's go this way. Maybe we can find some BOOKS over here. Why is it so DARK? Don't you know you shouldn't read in the DARK? It will hurt your eyes! Hey, I found a table. Let's sit down and maybe the lights will be back on in a minute.

Look, I have a flashlight right here on my belt. Now we can look at these BOOKS without hurting our eyes.

Here, OPEN this one: *Way Out in the Old West*. "Hey, pardner! Get out of the way. It's a stampede!" Who said that? What's that noise? Hoof beats! They're getting closer and closer, and louder and louder. Quick, CLOSE the BOOK and hide. What happened? It's so QUIET in here. Where did all the cattle go?

Let's OPEN this one: *Battle for the Brickyard*. "Gentlemen, start your engines!" Who said that? What engines? We're in a LIBRARY, not the Indianapolis 500. What's that racket? Vroom, vroom, VRRRRRROOOOM. Race cars! They're getting louder and louder and closer and closer. Quick, CLOSE the BOOK and hide. What happened? It's so QUIET in here. Where did all the race cars go?

OK, let's try this one: *Vacations Among the Volcanoes*. OPEN it up. "Watch out! It's gonna blow!" Who said that? What's that rumble? It's getting louder and louder. KABOOOOOOM! Oh no, the volcano is erupting! Rocks are shooting up in the air; hot lava is bursting from the ground. Quick, CLOSE the BOOK and hide. What happened? It's so QUIET in here. Where did the volcano go?

Whew. That's enough adventure for me. Hey, the lights are back on. Let's see what other fun we can OPEN up at this LIBRARY!

SONGS

Read, Read, Read a Book

Tune: Row, Row, Row Your Boat
Read, read, read a book.

Exercise your mind.
Fat books, tall books,
Thin or small books:
Adventure you will find.
Be a knight of old,
Dressed in shiny armor.
Be a high-flyin' astronaut,
And chase a meteor.
Be a wizard bold,
Mixing magic potions.
Be a speedy soccer star,
And keep the ball in motion.
Repeat first verse.

Here's a Book

Tune: Bingo

Here's a book that you can read,
And learn some great new stuff.

R—E—A—D, READ!

R—E—A—D, READ!

R—E—A—D, READ!

And learn some great new stuff.

2nd time: Clap—E—A—D, READ!

3rd time: Clap—Clap—A—D, READ!

4th time: Clap—Clap—Clap—D, READ!

5th time: Clap—Clap—Clap—Clap,

READ!

6th time: Clap—Clap—Clap—Clap—
CLAP!

ADVANCEMENT CEREMONY: WHODUNIT

Equipment: A large book with poster board or cardboard covers titled “Whodunit in Pack ____.” Pages of the book can be made from butcher paper or poster board. Make sure the book can open easily and the pages lie flat so the audience can read them. Each boy receiving an award will have one page documenting (in large letters or pictures) what he did to earn the award. You can't tell everything; hit the high points. The next page has his name and/or picture. Place awards in small plastic bags and attach to that page. The last page of the book should read: “The end ... or is it? Just wait until next month!” Have a large easel to hold the book, a flashlight, and an optional “sleuth” costume of trench coat and hat.

(Room is dark.) CUBMASTER: This month, we've learned that books can take us on adventures. Just think about it—science fiction shows us glimpses of future times and space, historical fiction shows us what could have happened in history, biographies tell us about true

acts of courage that made a difference. One of the most popular types of books is the mystery, also known as the “whodunit.” In it, we look for clues so we can find who did the dastardly deed. Why did they do it? How did they do it?

(Turn on flashlight; shine it up from below chin to cast eerie shadow on face.) I'm Sherlock Shmedlock, and I'll be your guide tonight to solve the mystery of “Whodunit in Pack ____.” *(Shine flashlight around room, being careful to avoid peoples' eyes, until the beam comes to rest on large book on easel at the front of the room.)*

Aha! I have found a large clue! Let's take a look at it. *(Shine light on cover and read:)* “Whodunit in Pack ____.” I'll say! This is a huge clue! Turn on the lights so we can see what adventures this book contains. *(Lights come on.)*

You know, every good sleuth has a trusted assistant. Tonight I will need several assistants from the audience. Will the Tiger Cub den leader please come forward? Now, help me open the book and see what clues we can find here. *(Tiger Cub den leader and Cubmaster open the book and reveal clues written on first page. Start with Tiger Cubs who are receiving Bobcat badge.)* This is a real mystery. Can anyone tell me whodunit? *(Audience answers. Tiger Cub den leader turns page to reveal name of boy being honored. Boy and his family come forward as Cubmaster presents award.)*

(Continue through all ranks, with the appropriate den leaders assisting as needed.) Well, it seems you are experts at solving the mystery of “Whodunit in Pack ____.” Let's give all of our honorees a special applause for a job well done. I'll yell out “Whodunit?” and you jump up, point to our honorees, and shout “You! You! You! Good job!”

(This applause can be written on a page of the book, if desired. After applause, turn to last page and read:) “The end. Or is it? Just wait until next month!” This is Sherlock Shmedlock wishing you great adventures in books and Scouting! Good night. *(Exit.)*

GAMES

Return Books to the Library

Equipment: Eight to 10 books for each relay team. Use different shapes and sizes,

paperbacks, hardbacks, magazines, etc. (Books from yard sales or thrift stores work for this; don't ruin any of your own.)

Form relay teams. Each team lines up, leaving about an arm's length between players. The pile of books is placed at the front of the line. At the signal “Return,” the first player picks up a book and passes it behind him to the next player. He can pass it any way he likes (over the shoulder, between the legs, around the waist), but he cannot turn around. Every Cub Scout in a line must touch each book as it passes to the last player. When the book reaches the end of the line, the last player places the book behind him and yells, “Book returned!” Only then can the first player grab a new book and restart the process. The first team to get all its books back to the library is the winner.

Reading Relay

Equipment: A small notebook for each team, prepared before the meeting with different actions written individually on six to eight of the pages. Some ideas for actions: “Cluck and flap like a chicken,” “Take giant steps,” “Run backward,” “Fly like an airplane.” The notebooks may have the same actions for each team, but written on different pages so each team does a different action as they race.

Form relay teams. Establish a starting line and a turning point. Give the first player in each team a notebook. On signal, the first player opens the notebook, reads the action, races to the turning point, and returns, doing the action as he races along. He gives the notebook to the next player, who reads the action on page two, races to the turning point, and returns while doing the action. The first team to complete its book is the winner.

CUBMASTER'S MINUTE: PURE ENJOYMENT

We use books every day in school to learn about math and science and history. We use books to complete our achievements in Scouting. We use books to learn more about our faith. My challenge to you this month is to read for the pure enjoyment of reading. Find a book that will take you to another time or another place. It could be the future, the past, or right now. Find a

great adventure that you never want to end. Scouting's founder, Lord Baden-Powell, told leaders that "If you can hand on something of the love of books to your Scouts, you will be giving them friends which will never fail them." I hope you can find these friends now and throughout your life. Share them with all you meet.

CLOSING CEREMONY: CLOSE THE BOOK

CUB SCOUT 1: It's time to close the book on another pack meeting.

CUB SCOUT 2: The chapter full of fun we had this month.

CUB SCOUT 3: The chapter sharing our achievements and advancements.

CUB SCOUT 4: The chapter full of songs and games.

CUB SCOUT 5: The chapter full of friends, families, and fellow Cub Scouts.

CUB SCOUT 6: May you open many great books as you go on through Scouting.

ALL: Good night and good reading!

October Pack Program Page: Adventures in Books

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Communication. The written word is only one form of communication. Cub Scouts can explore the Communication belt loop and pin requirements for more information on using the library, keeping a journal, and learning about sign language.

Cub Scout Sports

Soccer. Cub Scouts are active, and the game of soccer is one that requires plenty of activity and knowledge of skills. Cub Scouts will benefit in many ways from earning the Soccer belt loop or pin.

FAMILY ACTIVITY

While earning the BSA Family Award, families benefit from such activities as playing games, having conversations, and attending events together. The Communicating section of *Cub Scouting's BSA Family Activity Book* has suggestions of simple activities that foster effective listening. Prepare a display to show at the pack meeting. Explain the requirements for the BSA Family Award and highlight fun activities from the book.

DID YOU KNOW?

Take part in Pedro's "Say Yes to Reading" contest. Everyone who enters gets a free patch, that can be worn on the uniform shirt right pocket. The contest is open to all *Boys' Life* readers. Be sure to include name, address, age, and grade on the entry. To review the current topic, sign on through www.scouting.org and *Boys' Life* magazine. Send your report, along with a business-size, self-addressed, stamped envelope, to:

Boys' Life Reading Contest, S306
P.O. Box 152079
Irving, TX 75015-2079

GOOD TURN FOR AMERICA

Why not adopt a local homeless shelter and tie this in with the theme Adventures in Books? Conduct a book drive and contribute the books to such a facility.

BSA RESOURCES HIGHLIGHT

Cub Scout Leader Book (No. 33221). This book will answer all of your questions about Cub Scouting. Want to know how to organize your den activities? Curious about policies? Need information on pack program planning? It's all in there. Use this valuable resource to find details on planning a great program for your Cub Scouts.

PACK LEADERS' PLANNING MEETING

Pack leaders meet one to two weeks before the October pack meeting to coordinate all elements of the meeting and outline den and pack activities for the November pack meeting.

Remind everyone that costumes will be worn to the pack meeting. Ask den leaders to remind their families and stress that a written reminder will encourage everyone's participation.

Many Bobcat badges may be awarded this month. Be sure that each boy gets his "moment in the spotlight." Focus the ceremony on the boys, their accomplishments, and the support of their parents.

Coordinate the contributions by the different dens. Find out what each den plans to contribute so that the program can be varied and you can avoid duplications.

Discuss the November pack meeting. Finalize the pack's Good Turns for the next few months.

Remind all den leaders to provide a den adults' meeting for their parents. A den newsletter can keep parents informed of den outings and accomplishments as well as remind parents to

sign achievements and electives completed from the boys' handbooks.

The pack trainer conducts Unit Leadership Enhancement No. 3, Character Development. You could also choose another topic. This and other topics may be found in the *Cub Scout Leader Book*. Select a topic for next month's pack leaders' planning meeting.

LOOKING AHEAD

Seeds of Kindness is the theme for next month. Have an appropriate service opportunity for pack members and report time spent on the service to GoodTurnforAmerica.org.

Webelos Scouts are participating with local troops on outings at this time of year and can share their experiences with these events at the pack meeting.

PACK TRAINER HIGHLIGHTS

Review the training status of all new den leaders. Announce dates, times, and locations of upcoming basic leader training opportunities. Ensure that all leaders are aware of the date, time, and location of the local Cub Scout roundtable.

Share opportunities for additional training such as powwow, University of Scouting, or BALOO (Basic Adult Leader Outdoor Orientation) course. Webelos den leaders should attend Outdoor Leader Skills for Webelos Leaders training.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Go to a pumpkin patch and select a pumpkin for decorating.

Wolf Cub Scouts. Play a game of soccer as a den.

Bear Cub Scouts. Plan a hike. Many different hikes are described in the *Cub Scout Leader How-To Book*.

Webelos Scouts. As a den, attend a Webelos-ree in your council.

Adventures in Books: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK	
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.					
BEFORE THE MEETING STARTS	Have the U.S. flag. Gather materials for the Do Your Best Bookmarks (6 OCT), Tiger Bookends (6 OCT), and Family Scrapbook (6 OCT).	Have the U.S. flag. Gather materials for Page Pals (6 OCT) and Character Puppets (6 OCT). Bring directions for next week's Go See It.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.	
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.					
GATHERING	Make Do Your Best Bookmarks (6 OCT).	Make Page Pals.			
OPENING	Say the Pledge of Allegiance and then recite the Cub Scout Promise.	Say the Pledge of Allegiance and then recite the Cub Scout Promise.			
SHARE	Courage can be obvious such as facing down a ferocious monster, or it can be subtle like trying new things. Discuss different ways that the Tiger Cubs can show courage in their everyday life.	Have each Tiger Cub share his favorite book with the group and tell why it is his favorite. Talk about courage and how each character showed courage. Follow up with a Character Connection on courage.	Take a Go See It to a library. While there, learn about what family life was like many years ago. Use the computerized catalog to look for books on the topic (<i>Achievement 1G</i>).	Participate in the monthly pack meeting by sharing Character Puppets and information about the den's Go See It. Tiger Cubs and adult partners sign the thank-you note.	
DISCOVER	Start the Tiger Bookends project. Make covers for Family Scrapbook (<i>Achievement 1D</i>).	Make Character Puppets. Save them for the pack meeting. Finish bookends project.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing. A Tiger Cub immediate recognition bead may be presented for participation and completion of <i>Achievement 1G</i> .		
SEARCH	Have each Tiger Cub bring his favorite book to share next week.	Hand out information about next week's Go See It.			
CLOSING	Gather together and chant, "Do your best ... do your best ... do your best!"	Form a Living Circle and give a big Tiger roar.			
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.					
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Tiger Cub Den Advancement Report for the pack leaders' meeting.		Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.					

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 1D and 1G.

Use this month to take your Tiger Cubs on an adventure of the mind through books. The joy of reading that you give a boy now can last him a lifetime. Together, explore strange places and interesting people (Elective 14). Look in *Boys' Life* for Pedro's "Say Yes to Reading" contest in which you can win a free patch for reading a book and writing Pedro about it. The Tiger Cub and his adult partner will make a book to record the fun they have in the Tiger Cub den. They can draw pictures, paste photos, or write down adventures on each page to make a cherished memento.

"DO YOUR BEST" BOOKMARK

Materials: Yellow cardstock, blue yarn, scissors, hole punch, blue marker, Tiger Cub stickers (optional)

Before the meeting, make a template of the basic bookmark shape. Have each Tiger Cub trace around the template onto a piece of yellow cardstock. Cut out the bookmark. Use a hole punch to punch a hole for the yarn. Tie several pieces of yarn through the hole. With the help of his adult partner, have the Tiger Cub decorate his bookmark with the Cub Scout motto, *Do Your Best*. Add a Tiger Cub sticker or other embellishments as desired.



CHARACTER PUPPETS

(Elective 21)

Materials: Paper bags, index cards, pens; construction paper, scissors, markers, crayons, glue stick, yarn, other assorted embellishments such as ribbon, fabric scraps, buttons

Have each Tiger Cub pick a character from his favorite book who showed courage. Using a paper bag as the body, make a puppet of the character. Have the adult partner interview the Tiger Cub about how his character showed courage. Write his remarks on an index card and share them and the puppet at the pack meeting.

PAGE PALS

Materials: Construction paper, scissors, glue stick, old pieces of junk mail, crayons or markers

Cut triangular pieces (the corners) off of old envelopes of junk mail. Each corner will form the body of a Page Pal.

From construction paper, cut out different faces (people or animals). Glue a face onto an envelope corner. The corner fits over the corner of a book page to mark your spot.

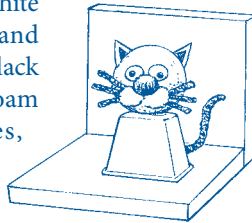
TIGER BOOKENDS

(Elective 2)

Materials: Four pieces of 6-by-6-inch wood, nails, hammer, craft paint (blue and orange), clean pudding cups, plaster of Paris, glue, 2-inch foam ball, black permanent marker, two black chenille stems, two wiggle eyes, small scrap of orange craft foam or cardstock, two small white pompoms and one small black pompom, foam paintbrushes, glue, scissors

Before the meeting, cut 6-inch wood squares. Mix plaster of Paris according to the instructions and fill pudding cups. Tap the cups gently against a table to eliminate air bubbles and level the surface of the plaster. Let plaster dry for at least 24 hours before removing from the pudding cup molds. Glue foam balls to the tops of the inverted pudding cup plaster pieces.

Have each Tiger Cub paint his plaster-and-foam tiger body. Set aside to dry. Meanwhile, the adult partner helps the Tiger Cub glue and then nail the wood squares at right angles to make two L-shaped pieces. Paint the wood brackets blue. Set aside to dry. Cut two small triangles from craft foam (or cardstock) for the ears; use a permanent marker to make small black triangles on the inside of each ear. Cut one chenille stem into three equal pieces to form the whiskers (half on each side of the face). Glue the whiskers, white cheeks (white pompoms), black nose (black pompom), eyes, and craft-foam ears onto



the orange body. Use the other chenille stem to make a tail for the tiger. Glue tiger onto wood bracket.

FAMILY SCRAPBOOK

(Achievement 1D)

Materials: Two pieces of lightweight cardboard or poster board (6-by-9-inch), hole punch, two loose-leaf rings (from office supply store), two pieces of patterned scrapbook paper (7-by-10-inch), two pieces of scrapbook paper (5¼-by-8¾-inch), 10 sheets of white copy paper (5½-by-8½-inch), glue stick, ruler

Before the meeting, use a paper cutter to cut the different papers into the appropriate sizes. The two types of scrapbook paper do not need to be the same.

Lay one 7-by-10-inch piece of scrapbook paper facedown on a table. Apply glue liberally to the entire piece with special attention to the edges. Center a piece of 6-by-9-inch cardboard on the paper and wrap the excess paper around to the top side. Repeat with the other 7-by-10-inch scrapbook paper. These are the outer covers for your book. To finish the inside of the book, glue the 5¼-by-8¾-inch pieces of scrapbook paper to conceal the edges that you wrapped around the cardboard. With the adult partner helping, punch two holes into the cover pieces and into the white pages. Use loose-leaf rings to bind the pages together.

CHARACTER CONNECTION: COURAGE

- What is courage?
- How did the character in your favorite book show courage? How do you show courage?
- How can you show courage in the days ahead?



Adventures in Books: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Prepare Match the Adventure Names (8 OCT). Have U.S. flag and spoons and candies for Spoon Race (8 OCT).	Have a ball. Have the 2-by-4 wood piece laid out for other boys to walk (<i>Achievement 1a and 1b</i>).	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Prepare Story in a Bag (8 OCT); have milk carton for Rattlesnake (8 OCT).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Play Match the Adventure Names (8 OCT).	Collect permission slips. Play catch (<i>Achievement 1a</i>) and practice walking the 2-by-4 (<i>Achievement 1b</i>).	Collect permission slips. Review appropriate field-trip behavior, rules, and consequences.	Boys sign thank-you note or card. Play Rattlesnake (8 OCT).
OPENING	A boy who has not yet done <i>Achievement 2b</i> leads the flag ceremony.	Denner leads the Law of the Pack.		Boys form a circle around the flag and recite the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain the Adventures in Books theme. Have boys bring and suggest scenes from books they are reading that could be used as a skit for the pack meeting.	Boys discuss ideas for stories/scenes from books; the den votes on which ones to reenact for the pack meeting. Start to practice and talk about costume ideas.		Practice staging and costuming for the scene/skit to be presented at the pack meeting.
ACTIVITY	Prepare an Illuminated Letter (8 OCT). Play Spoon Race (8 OCT).	Create a cover for a book (<i>Elective 6c</i>). Use the Illuminated Letter prepared last week on the front cover.	Visit a bookstore; see the many types of books that are available. Have a clerk explain how they are categorized and how people order books. At the end of the trip, lead a reflecting discussion with boys about their outing.	Play Story in a Bag (8 OCT). If time permits, change the "foe" and play another round of Rattlesnake.
CLOSING	Have boys bring a book to be covered at next week's den meeting. Sing "Good Night, Cub Scouts" (one part of <i>Elective 11c</i>). Send home permission slips for outing on THIRD WEEK.	Close with the den yell.		Boys form a line and salute the den leader as they leave.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 1a–1b; Elective 6c.

Adventure is everywhere, every day, between the covers of a book. Boys will explore the myriad possibilities that books provide for their budding imaginations. The visit this month is to a bookstore to see the rows and rows of publications, to find out how they are published, and to learn how a desired book can be found. Wolf Cub Scouts are exploring the adventure of the stage this month as they select a story to reenact for the pack members.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 8b*, Cooking and Eating: Boys can explore the wonders of recipe books as they help to plan a meal.
- *Achievement 10*, Family Fun: Cub Scouts and families will enjoy reading a book together aloud.
- *Elective 10*, American Indian Lore: Cub Scouts may discover new interests as they explore American Indian stories.

MATCH THE ADVENTURE NAMES

Prepare papers with two columns. In the first column, put heroes' names. In the second column, list identifying features (in random order). Boys match each name to the correct feature.

Examples:

Harry Potter	Hogwarts
Ramona	Klickitat Street
James	Giant Peach
Stuart Little	Snowbell the Cat
Winnie the Pooh	Honey Pot
Wayside School	Mrs. Jewls

STORY IN A BAG

Materials: Paper bag; pictures or words cut from magazines

Put pictures and words into a bag. Each boy pulls out either a picture or a word and creates a story. As boys create their story, the den leader or den chief serves as the scribe. After the story is created, give each boy a blank piece of paper and let him illustrate one or two sentences of the story. Put a book together and display at the pack meeting, or turn it into a skit with the den leader as the narrator.

CREATE A SKIT

Choose a fun short story or book and let the boys reenact it as a skit for the den's contribution to the pack meeting. Creating a skit will involve reviewing the story, assigning roles to all den members, and preparing scenery.

Costumes: Many costume ideas can be found in the *Cub Scout Leader How-To Book* and by visiting thrift stores.

BOOK SAFE

Materials: Old book, craft knife, ruler, white glue, paintbrush, fabric

At thrift stores or used bookstores, find extremely inexpensive two- to three-inch-thick books. This project relies on adult assistance to use a sharp knife. Cub Scouts add finishing touches to the book safes.

Preparation: With the book open to the first page, measure and mark cutting lines for a "well." Leave at least a 1-inch border on all sides of the well. Mark the opening's location on the first paper page. Adults (only) use a craft knife to cut ¼-inch depth or less. Cut straight down through the pages. Then turn all but one of the cut pages; use the last cut page as a template to redraw the opening. Cut another ¼-inch depth; repeat until you reach the back cover.

Finishing: After an adult has cut the pages, boys brush the insides with white glue and leave to dry. This makes the edges of the pages stiff and thus able to hold materials inside the opening. Optionally, Cub Scouts may line the hole with precut pieces of felt to give the opening a more finished edge. Or have boys cover the book's front and back covers with fabric to create a keepsake.

After the glue dries, close the book safe and place it on a bookshelf as a regular book. Use it as a place in which to store special things.

ILLUMINATED LETTER

Materials: Black felt-tip pen, metallic crayons, markers

Let the boys design the first letter of their first or last name as illustrated. Outline the letter with black felt-tip pen. Fill in with lines, circles, stars, squares. Create other spaces and fill in as desired.

You may also use computer fonts such as calligraphy, gothic, medieval, etc. (If doing this on a computer, set



page orientation to landscape so there is room to write the rest of the boy's name.) Boys can then use colored pens or crayons to recreate the color and design of their letter.

GAMES

Rattlesnake

Materials: Paper or plastic milk carton or a grocery bag

Stand the "rattlesnake" (the object referenced above) on the floor. Cub Scouts form a circle around the object and grasp their neighbors' hands. On signal, they try to force their neighbor to touch the rattlesnake while avoiding it themselves. When a boy touches the rattlesnake, a point is scored against him.

Change "rattlesnake" to a different foe, based on a Cub Scout's suggestion from a book he has read.

Spoon Race

Materials: Wrapped candies, spoons

Lay out a starting line and an ending line approximately 10 feet apart. Boys divide into teams. The first boy in each team takes a spoon, places a wrapped candy on it, runs to the ending line, turns around, and brings the spoon and candy back to the next boy. Each team member repeats in turn. The first team to finish wins. If the candy is dropped, the boy must start over.

Adventures in Books: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have old clothes for Costume Relay (10 OCT), library books for boys to review, and U.S. flag.	Gather stacks of books and cups and materials for making Shadow Puppets.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Have several folklore stories available for the boys to look at and choose their favorites.	Collect permission slips. Play Adventure Around the Books (10 OCT).	Collect permission slips.	Boys sign thank-you note or card. Boys write up their service project performed last week for inclusion in the den or pack scrapbook (<i>Achievement 8c</i>).
OPENING	Boys form a Living Circle; the denner leads the Cub Scout Promise.	Boys respond to the roll call by saying the title of a book they like.		Denner leads boys in Pledge of Allegiance.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss this month's theme, Adventures in Books. Show an example of a shadow puppet and demonstrate how the illumination from behind presents an image.	Remind boys to work on <i>Achievement 4c</i> : Read two folklore stories this week and tell them to your den in two weeks. Discuss the field trip next week and announce any extra items boys should bring for the service project.	Visit the local library (<i>Achievement 8a</i>). While on the outing, perform a service project with prior permission of the library or at a nearby location. At the end of the trip, lead a reflecting discussion with boys about their outing.	Have boys share folklore stories. Discuss what folklore stories have been the boys' favorites.
ACTIVITY	Discuss with the boys what folklore is. Have them list some folklore stories, songs, or legends (<i>Achievement 4a</i>). Play the Folklore Match Game in the <i>Bear Handbook</i> . Play Costume Relay (10 OCT).	Do the Write a Folklore Story activity (10 OCT). Based on their story, boys create shadow puppets. Lead the Courage Character Connection (10 OCT).		Practice the shadow puppet presentation for showing at the pack meeting.
CLOSING	Send home permission slips for the outing to your local library (<i>Achievement 8a</i>) on THIRD WEEK. Boys salute the flag as they leave.	Do the Handshake Closing (<i>Cub Scout Ceremonies for Dens and Packs</i>).		Boys gather in a circle; on the count of three, they shout out the den yell.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 4a, 4c, 8a, 8c.

Not only will Cub Scouts learn about adventure in books that others have written, they will write about their own adventure. Plan a visit to your local public library or elementary school library. Check with the librarian ahead of time to see whether there is a service project the boys can perform. If no project can be done at the library, choose a nearby park for a cleanup, visit a retirement center, or perform service at a shelter. Follow up by having the boys write of this adventure to add to the pack or den scrapbook.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

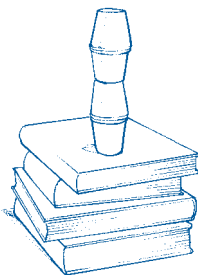
- *Achievement 8b*, The Past Is Exciting and Important: Find someone who was a Cub Scout a long time ago. Talk with him about what Cub Scouting was like then.
- *Achievement 3a*, What Makes America Special: Write or tell what makes America special to you.
- *Elective 24a*, American Indian Life: Find the name of the American Indian nation that lives or has lived where you live now. Learn about these people.

GAMES

Adventure Around the Books

Materials/Preparation: Stopwatch; piles of books laid out to form a course; paper cups (total of four) stacked atop the books with rims touching

Form teams and have the boys start at the first stack of books. Time each boy as he runs the course without knocking the paper cups off the stack. The boy or team with the best time wins.



Costume Relay

Materials: Two sets of clothes for each team to put on (pants, shirt, hat, gloves, and coat)

Divide boys into two teams. The first boy on each team runs to the table where the clothes are and puts each garment on. He then runs to tag the next player in line, who runs back with him to the table. Exchange the worn clothes with the replacement boy. Repeat until the last boy has had a chance to wear the outer clothing.

The Librarian

Equipment: Rubber ball; list of characters from books

Gather players in a circle and give each player the name of a character in a book. Throw a rubber ball high into the air and at the same time call a character's name. The player with that name must catch the ball while everyone runs from the circle. When the player who

was called catches the ball or picks it up, he yells "Stop," and everyone must stop. He may now take three steps toward anyone and try to hit him with the ball. The target may dodge by moving his body, but he may not move his feet. If he is hit, he becomes the "librarian" and it becomes his turn to toss the ball into the air. If he misses, form the circle again and call another name.

WRITE A FOLKLORE STORY

Materials: Pencil and paper

The den will choose a folklore legend and write a collaborative story. Once the legend is chosen, have each boy write one sentence and pass the pencil and paper to the next boy. Go through the process until the story is "complete." Den leaders should attempt to keep the story on topic while letting the boys' imaginations run free. Once the story is finished, the den leader reads the story to the den. The den might make a skit based on the story and use it at the next pack meeting.

CHARACTER CONNECTION: COURAGE

When the Cub Scouts have created their story (the Write a Folklore Story activity), review the attributes of the hero of their story. The story will likely include a conflict which calls for courage on the hero's part. Ask: What did this hero do? Was it hard? Did it take courage to do what he did? Do you know what courage is? Do you do courageous things in your lives? What are they?



SHADOW PUPPETS

Materials: Poster board, crayons or markers, scissors, brass paper fasteners, dowel rods or craft sticks

Choose a story to illustrate, or use the folklore story the boys created in the writing activity. To make a puppet, each boy draws the story character of his choice and cuts it out.

Decide which part of the character will be the "moving" part (arm, leg, etc.) and cut this out. Make a duplicate copy of this part, lengthening the arm or leg to allow for overlap on the puppet. Attach that part to the body with a brass paper fastener.

Add two dowels or craft sticks to the bottom of the puppet; one should be attached to the bottom of the moving part. To operate, hold the bottom of the dowels. One dowel remains in one place. The second dowel works the moving part; hold the bottom of the dowel but move it up or down to achieve the desired motion of the puppet.

To make the shadow, create a screen with a source of light behind it. The screen may be an opening in a box or a thin hanging curtain. *Source:* <http://www.osv.org/>

SNACK: JOHNNY APPLESEED TREATS

Ingredients: Apples, spreadable cream cheese, raisins, dried cranberries, shredded coconut; craft sticks

Clean and dry apples. Remove apple stems. Insert craft stick into stem of each apple. Spread cream cheese over apple. Roll apple in raisins, dried cranberries, and shredded coconut.

As we approach Thanksgiving, let's spread "Seeds of Kindness" in the form of multiple small service projects. Helping others encourages compassion and gives boys the opportunity to see the bounty produced by spreading many small seeds of kindness. The boys can discover that just as the large, strong oak tree came from the small acorn, big things can happen from spreading small seeds of kindness and charity. Conduct a food drive or collect coats and gloves for those in need; report your hours to Good Turn for America. Work on the Citizenship belt loop and pin.

PACK PLANNING

What a wonderful time of year! The leaves are falling, and winter is just around the corner. With the change in season and the coming holidays, people seem to be a little more thoughtful and concerned about others. The pack will have opportunities to participate in service projects for the community.

Appoint the following committees to help with the meeting:

Decorations Committee. Decorate the meeting place with cornstalks and autumn leaves.

Welcoming Committee. Prepare leaf-shaped name tags for pack members to use and prepare the Tossing Seeds of Kindness gathering activity (2 NOV).

Program Committee. Determine order in which the den skits will be presented. Ensure that all awards have been secured and are ready to be presented to boys.

Refreshments Committee. Prepare refreshments in advance. Prebag in resealable bags for ease in serving.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Character development.** Cub Scouts will have opportunities to strengthen their character as they help others.
- **Respectful relations.** As boys serve others, they will learn to respect them.

This theme is designed to promote character development by emphasizing these core values:

- **Compassion.** Boys will learn how good it feels when they help someone else.
- **Citizenship.** Being a good citizen includes being of service to others.

MEMBERSHIP MOMENT

This month's Good Turn might be a service project for your chartered organization. Invite families from your chartered organization to participate and learn more about Scouting.

Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up their section of the meeting area. It is important to have the room ready to receive families, so be sure the decorations are in place as Cub Scouts walk through the front door. The decorations committee will decorate the meeting area. The program committee ensures there is a U.S. flag for the opening ceremony. Set up an area for dens to display the projects they worked on during the month. The refreshments committee prepares the refreshment area. Ensure that plenty of garbage bags are ready for any trash generated.

GATHERING

The welcoming committee greets families as they arrive. Direct Cub Scouts to the area designated for displaying den projects. Give instructions for the Tossing Seeds of Kindness activity (2 NOV) and encourage participation. Name tags

will encourage pack members to become acquainted with each other.

MAIN PART OF THE MEETING

Opening

The assistant Cubmaster leads the Old Glory opening ceremony (*Cub Scout Ceremonies for Dens and Packs*). An alternate ceremony may be chosen. The song leader leads the pack in "America" (*Cub Scout Songbook*). The assistant Cubmaster asks the audience to stand and repeat the Pledge of Allegiance.

Prayer

A preselected Cub Scout comes forward and shares the Kind Every Day prayer (2 NOV).

Welcome and Introductions

The Cubmaster, wearing blue jeans and a plaid shirt, welcomes everyone to the pack meeting. Thank all adults for their efforts in completing tasks to make this another great pack meeting for everyone.

Song

The song leader leads the pack in "He's a Cub Scout" (3 NOV).

Den Demonstrations

Invite dens to share what they have learned during den meetings this month. They may present skits, lead songs, or share information from their outings.

Games

Play Seeds Snatch (2 NOV).

Recognition

Present awards using the Planting Seeds advancement ceremony (3 NOV).

Announcements

Announce the upcoming pack Good Turn. Let families know that their help is needed. Share the date, time, and location of next month's pack meeting. Refer families to the pack newsletter for additional information.

Cubmaster's Minute

The Cubmaster gives the RASKals Cubmaster's Minute (3 NOV).

Closing

Conduct the Growing Seeds of Kindness closing (3 NOV) or the Apple Seeds closing ceremony (*Cub Scout Ceremonies for Dens and Packs*), or choose a different ceremony.

REFRESHMENTS

Invite families to the refreshments area. The refreshments committee serves Sunflower Seed Crunch (3 NOV).

Cubmaster Corner

BOY RECOGNITION

Awards and recognitions presented at pack meetings are important.

- It is important that the boy's family takes part in the recognition ceremony. This helps to emphasize that Cub Scouting is a family program.
- Several days before the pack meeting, a phone call to families of boys receiving awards will help ensure that they will be in attendance and be ready for their part in the program.
- A parent, guardian, or other family member should be called forward with the boy. The award is given to the adult, who then presents it to the boy.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: TOSSEING SEEDS OF KINDNESS

Equipment: Cards with statements; masking tape; buttons to represent seeds

Preparation: Use masking tape to make squares on floor. Tape cards in appropriate squares. Mark a tossing line 2 feet from squares.

7 Helped with program at nursing home.	8 Raked leaves for elderly.	9 Collected winter clothing for shelter.
4 Collected food for food bank.	5 Read story to a preschooler.	6 Delivered cookies to a neighbor.
1 Opened the door for someone.	2 Shared a snack.	3 Made a card for your leader.

(Tossing line)

One boy at a time stands at the tossing line. Give him nine buttons. Have him toss his first "seed" onto the grid. If the seed lands inside a square, he attempts to toss his second seed into another square. Continue until he has tossed all nine seeds. Winner is the highest scorer. Points are given for each

seed landing in each box; i.e., Box 1 scores one point, Box 2 scores two points, etc.

PRAYER: KIND EVERY DAY

The preselected Cub Scout announces to the pack to prepare themselves for prayer in their custom, and then shares this prayer:

Dear God: Please help us to be kind to each other today and every day. Help us to share this kindness within our families and to share with others. Amen.

GAMES

Sowing (Sewing) Seeds

Equipment: Acorns; yarn cut into 30-foot lengths

Preparation: Tie yarn to acorns (one for each team).



Divide the group into five to eight people per team. First person on each team drops the acorns down his shirt

above the neckerchief, then pulls them down and out between one set of buttons, holding on to the loose end of the yarn. He then passes the acorns to the next person in line. The team who is the first to "sew themselves together" wins.

Seeds Snatch

Equipment: Small bag of seeds

Divide the dens into two teams; line them up across opposite ends of the room. For a large pack, you will have several groups of divided teams, and several bags of seeds.

Each team counts off from "one" through the number on the team. Put a bag of seeds in the center of the room and call out a number. The player assigned that number on each team runs to the center and tries to grab the bag of seeds and run back to his line without being tagged by his opponent. Score one point for his team if he makes it; score one point to the other team if his opponent tags him.

Pumpkin Roll

Materials: One pumpkin or squash for each team of approximately five boys

Divide the dens into teams. Half of each team lines up on one side of the meeting place; the other half lines up on the other side. The first boy on each team gets on his knees and, using his nose, pushes the pumpkin to his teammate on the other side of the room. The boy on the other side of the room rolls the pumpkin back to the first side. The first team finished wins.

SONG: HE'S A CUB SCOUT

Tune: Clementine

Found a kind boy,
Found a thoughtful boy.
He's a Cub Scout in the pack.
An example in his hometown,
And his family is so proud!
First came Tiger Cubs,
Then came Cub Scouts;
Then he's on to Webelos.
One day soon he'll be a Boy Scout;
To a troop he then will go.

ADVANCEMENT CEREMONY: PLANTING SEEDS

Personnel: Cubmaster dressed in jeans and plaid shirt

Equipment: Six large seed envelopes with the words *beet*, *carrot*, *squash*, *corn*, *turnip*, *lettuce*

Preparation: Place awards inside each envelope.

The pack can't be **beet**. (*Name*) has earned his Bobcat badge!

If we **carrot** all, we would give a big hand to (*Name*) for earning his Tiger Cub badge!

Squash those thoughts. (*Name*) earned his Wolf badge!

It may sound **corn**-y, but (*Name*) earned his Bear badge!

Don't **turnip** your nose. (*Name*) has earned his Webelos badge!

Lettuce congratulate (*Name*) for earning the Arrow of Light Award!

CUBMASTER'S MINUTES

RASKals: Random Acts of Simple Kindness

Performing random acts of kindness is pretty basic. Being kind doesn't take a lot of planning or effort. "Do unto others" and "Turn the other cheek" should not just be advice, but a way to live your life. By your deeds of kindness, you can help turn good behavior into even more good. A person who performs a random act of simple kindness is called a RASKal.

Ask audience to stand and repeat the RASKal pledge: "Commit a random act of simple kindness."

Consider creating RASKal pins or neckerchief slides to remind pack members to spread random acts of kindness.

Pin or Neckerchief Slide. Cut craft foam into circular shapes. Print the letters *RASKal* on each foam circle. Add a pin to the back, or make into a neckerchief slide.

Seeds of Kindness

We all have a seed within us to be kind. It is from this seed that a greater desire to be kind grows. Being kind should be second nature, not something you turn on and off. Think of ways you can be kind every day.

DEN SKITS

Dens perform skits about being kind and giving service.

The Lamppost

Personnel: Minimum of five Cub Scouts

Props: One Cub Scout wears a sign that reads *Lamppost*.

CUB SCOUT 1: (*Looking on the ground*)

CUB SCOUT 2: What are you looking for?

CUB SCOUT 1: I lost my watch.

CUB SCOUT 2: We've been talking about being helpful in den meetings. I'll help you look for it.

CUB SCOUT 1: Thanks!

CUB SCOUT 3: What are you guys looking for?

CUB SCOUT 1: I lost my watch.

CUB SCOUT 3: We've been learning about being kind. I'll help you look for it.

CUB SCOUT 1: Thanks!

CUB SCOUT 4: What are you guys looking for?

CUB SCOUT 1: I lost my watch.

CUB SCOUT 4: Where did you lose it?

CUB SCOUT 1: Over there (*points*).

CUB SCOUT 4: Then why are you looking over here?

CUB SCOUT 1: 'Cause the light's better over here!

CHEERS

Seeds Cheer. Become a tiny seed in the ground by crouching down and folding your arms over your bent knees. Say, "I think I felt a raindrop!" "There's another raindrop!" Jump up and say, "Thank goodness for the rain. I thought I would never grow up!"

Kindness Pat. Reach to the person on your left, pat him or her on the back, and say, "Good job!"

CLOSING CEREMONY: GROWING SEEDS OF KINDNESS

Materials: Seeds and dirt, seedling, small plant, large plant (each Cub Scout is given one object)

CUB SCOUT 1 (*with seeds and dirt*): We can all start seeds of kindness.

CUB SCOUT 2 (*with seedling*): The seed will grow when we nurture it and give it the chance to grow.

CUB SCOUT 3 (*with small plant*): With the right kind of help, it will grow and grow, just as kindness grows and grows.

CUB SCOUT 4 (*with large plant*): When kindness grows and grows, it provides shade and protection for many.

CUBMASTER: Thank you all for sowing the seeds of kindness every day as Cub Scouts.

SNACK: SUNFLOWER SEED CRUNCH

Ingredients:

2 cups sunflower seed kernels

2 cups quick oatmeal

½ cup cashew pieces

½ cup almonds, chopped

½ cup shredded coconut

½ cup vegetable oil

¼ cup molasses

Preheat oven to 300°F. In a large bowl, combine all ingredients. Mix well. Spread onto a shallow baking pan. Bake 15 minutes. Remove from oven and stir. Return to the oven for another 10 minutes. Let cool. Store in tightly sealed container or sealable plastic bag.

Note any food allergies and provide alternative snack if necessary.

SERVICE PROJECTS

By taking part in service projects, youth can find out how to help those in need and how to take care of the world around them. They can practice being good citizens. By learning to be responsible, they will find out how they can make a difference, not only for today, but for the rest of their lives. Here are suggestions for service projects:

Help the natural world

1. Build birdhouses or bird feeders.
2. Clean up a local park, playground, or school.
3. Recycle aluminum and newspapers.

Help the community

1. Gather clothing that you have outgrown and give it to children's shelters in your area.
2. Collect art supplies and donate them to a family shelter.
3. Help senior or disabled residents with cleaning, yard work, etc.

Help the chartered organization

1. Do a cleanup project.
2. Work with your chartered organization on one of its special projects.

Food Drive Scavenger Hunt

Boys are divided into teams, each with proper adult supervision. Each team is given a list of foods to collect over a

given period of time from neighborhood homes. Food items are assigned a point value; i.e., foods that are holiday-related score more points than non-holiday foods. All foods score at least one point. After completing the scavenger hunt, take the food to a shelter.

November Pack Program Page: Seeds of Kindness

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Citizenship. One part of being a good citizen is to show concern for others. The requirements to earn the Citizenship belt loop go hand-in-hand with showing kindness. After the Cub Scout has earned the belt loop, he may work toward earning the Citizenship pin.

Cub Scout Sports

Gymnastics. Boys can show kindness to each other by giving encouragement to other members of the den as they work on the Gymnastics belt loop.

FAMILY ACTIVITY

Families can enjoy the good feelings that giving service to others brings. The adults in the family can explain that giving is from the heart and that they are giving service.

DID YOU KNOW?

The Centennial Quality Unit Award is awarded to packs who meet goals that they have set for themselves during the calendar year. Every pack should strive to earn this award. Your unit commissioner will review your annual progress in November or December.

GOOD TURN FOR AMERICA

As winter approaches, many people will be in need of food or warm clothing. Conduct a food drive or collect coats and gloves for a shelter. Units can report their hours of service at <http://www.goodturnforamerica.org>.



BSA RESOURCES HIGHLIGHT

Group Meeting Sparklers (No. 33122).

This publication is filled with applause, audience participation stories, cheers and yells, icebreakers and mixers, and run-ons. Den and pack leaders will find ideas to enliven all



their meetings. Keep it handy for a filler for when a part of the pack meeting takes less time than expected.

PACK LEADERS' PLANNING MEETING

The pack leaders meet one or two weeks before the November pack meeting to check final details and outline den and pack activities for the December pack meeting.

Make sure each den plans to perform a skit or take part in some other way.

Discuss plans and details for the pack service project.

Begin making plans for next month's theme of Holiday Lights. Pay careful attention to the religious beliefs of your pack families. Check event dates against celebrations and holy days they may observe.

The pack trainer conducts Unit Leadership Enhancement No. 13, Policies of the BSA. This will share the policies that the pack operates under with all committee members. A different topic may be chosen based on your pack's needs. Program information is found in the *Cub Scout Leader Book*. Select a topic for next month's meeting.

LOOKING AHEAD

The month of December is filled with holiday traditions and activities. If your pack meeting is usually held toward the end of the month, the pack committee may want to consider moving to an earlier date. If the date is changed, remember to give a reminder to families to make sure they know of the change.

It's not too early to begin making plans for the blue and gold banquet held in February. The theme will be American ABCs. Select a committee to begin formulating ideas for this event. Have the committee verify the date, time, and location.

PACK TRAINER HIGHLIGHTS

Review the status of all leadership training. Ensure that all leaders are aware of upcoming training dates. Be sure your pack is adequately represented at roundtables. Offer to take a new leader to the roundtable. Encourage all leaders to complete Youth Protection training.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Go on a nature scavenger hunt. Find suggestions in the *Cub Scout Leader How-To-Book*.

Wolf Cub Scouts. Rake leaves into a pile.

Bear Cub Scouts. Make and display a scarecrow.

Webelos Scouts. Clean up a vacant lot; bag and recycle the papers or cans collected.

Seeds of Kindness: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.				
BEFORE THE MEETING STARTS	Have U.S. flag in place; have materials for leaf-rubbing cards.	Have U.S. flag in place; gather materials for the Turkey Neckerchief Slides, Bagel Bird Feeders, and Bird Cakes snack.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Gather outside and collect leaves.	Make Turkey Neckerchief Slide (6 NOV).		
OPENING	Salute the flag and say the Pledge of Allegiance and the Cub Scout motto in a repeat-after-me fashion.	Say the Cub Scout Promise; discuss how the Cub Scout Promise is appropriate for this month's theme.	Take a Go See It to a police station (<i>Achievement 2G</i>)	
SHARE	Talk about the buddy system.	Ask for suggestions on how Cub Scouts and their families can be kind to our animal friends.	OR	
DISCOVER	Use leaves collected earlier to make leaf-rubbing cards to send or take to other people (<i>Achievement 5D</i>).	Feed the birds (<i>Elective 32</i>) by making a Bagel Bird Feeder. Make Bird Cakes snack.	Take a Go See It to a fire station or visit with a search-and-rescue team.	Participate in the monthly pack meeting by sharing what they learned about not getting lost and how to get found quickly. Share information about the den's Go See It. Tiger Cubs and adult partners sign the thank-you note.
SEARCH	Plan a Go See It to the police station. Discuss how the Tiger Cubs can help others in big and small ways and have them choose something to do during the week for someone else (<i>Elective 10 or 11</i>).	Finalize plans for next week's Go See It to the police station. Ask Tiger Cubs what they think a police officer's job is (or other job relevant to your Go See It destination). Write their responses on a list to take to the Go See It.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing. See how many additional jobs they can add to their list of "What police officers (firefighters, or rescuers) do."	
CLOSING	Repeat the Law of the Pack. Have the Tiger Cubs line up; one by one they should go through the line saying good-bye to each other using the Cub Scout handshake.	Recite the Cub Scout motto and ask each boy to tell what he has done his best at today or in the past week.	A Tiger Cub immediate recognition bead may be presented for participation and completion of <i>Achievement 2G</i> .	
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.				

Tiger Cub Den Activities

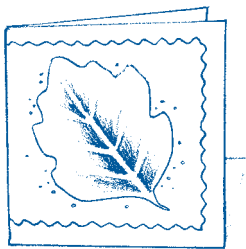
Advancement possibilities highlighted in this month's meeting plans: Achievements 2G, 3F, 5D; Electives 10, 11, 12A, 12F, 25, 32.

What little boy hasn't wanted to be a firefighter or a police officer at some stage of his youth? This month the Tiger Cubs will get to visit one of their heroes as they go to a police or fire station or visit a rescue team. They will learn about how these brave men and women do so much for their community. The Tiger Cubs will show they care for their community by helping others in small ways. Their deeds, while they may be small, can make a big difference in how others feel about themselves and those around them. They might also learn about how they can take better care of themselves and reduce the chance that they will get lost and what to do to help others find them if they should get lost.

LEAF-RUBBING CARDS

(Achievement 5D; Elective 12)

Materials: Leaves, crayons, heavyweight notepaper or cardstock, lightweight copy or solid-colored decorative paper



Cut the cardstock to the size of the cards you would like to make and fold in half lengthwise. Cut the lightweight decorative paper slightly smaller than the cardstock; you may use scalloped scissors to add interest. Have the Tiger Cubs choose leaves of the appropriate size to fit on the decorative paper. Fold the paper in half and put the leaf inside, vein-side up, folded side to the left. Peel the paper off the crayon that will be used for the rubbing. Rub the crayon gently and completely over the part of the paper that has the leaf under it. The adult partner may want to help hold the leaf still as the boy rubs. The leaf-rubbing sheet should be attached to the outside of the folded cardstock with the folded edges aligned (the edge of the cardstock will show around the decorative paper). Have the Tiger Cub sign his name on the bottom of the back page, in the center of the card.

Tiger Cubs can write messages inside the cards and give them to shut-ins, residents of nursing homes, friends, or family members. Or, they can give the blank cards to individuals to write their own messages in them and then give them to people they care about.

TURKEY NECKERCHIEF SLIDE

Materials: Mini flowerpot (approximately 1¼-inch high and 1¼-inch diameter at the big end); ¾-inch tan, gold, or brown pompom; three artificial leaves (1½ to 3 inches across) in fall colors; pieces of orange chenille stem, cut in half; 1¼-inch piece of red chenille stem; scrap of orange felt or craft foam; two wiggle eyes; small piece of ribbon or twine tied into a bow; 1-inch length of ½-inch PVC pipe or tubing; glue



Use the orange chenille stem to make two feet; attach to the underside of the large edge of the flowerpot. Attach the pompom ball to the small end of the flowerpot. Glue two wiggle eyes onto the pompom ball. Out of orange felt or craft foam, cut a triangle ½ inch on all three sides; glue to the center front of the pompom, below the eyes. Bend a 1¼-inch piece of red pipe cleaner or chenille stem to look like a wattle; glue to one side of the beak. Glue the two smallest of the three leaves to each side of the flowerpot with the stems in the back; glue the largest leaf on the back, stem down. Glue ribbon or twine bow under the beak and attach PVC pipe or tubing to the back as the slider.

To personalize your turkey, try making glasses for it out of wire, or add a cap made from two half-circles of craft foam glued together at a 90-degree

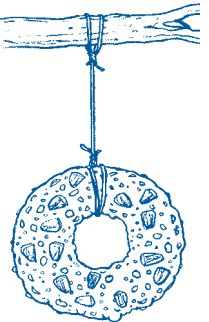
angle. Make a bigger version of this fellow (increase all sizes proportionally), omit the slider, and have him holding a place card as a cute Thanksgiving place marker.

BAGEL BIRD FEEDER

(Elective 32)

Materials: Bagel (stale works well), peanut butter, lard or shortening, rolled oats, birdseed, string or twine

Mix peanut butter well with equal parts lard or shortening. Spread peanut butter-lard mixture all over the outside of a bagel. Roll the bagel in a mixture of one part oats and one part birdseed. Tie a string to the bagel. Tie the string to a tree branch or wherever you please. The birds can eat all but the string so there is no mess to clean up.



TIGER CUB BIRD CAKES

(Elective 25)

Materials: Rice cakes, softened cream cheese (or peanut butter), raisins, currants, dried cranberries, sunflower seeds (shelled, for humans), crushed nuts, and chocolate sprinkles; or use a purchased trail mix that contains small pieces of fruits and nuts

Spread softened cream cheese (or peanut butter) on rice cakes. Mix nuts and fruits and spread out on a plate. Press cream cheese-coated side of rice cake into nuts and fruits, and sprinkle with chocolate sprinkles. The cakes will resemble the little suet cakes that birds enjoy, but this is a Tiger Cub snack!

NOTE: Skip this project if any den member has peanut allergies.

Seeds of Kindness: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have supplies for Feats of Skill (<i>Achievement 1</i>); prepare word cards for Loving Kindness (8 NOV).	Have materials for Basic Dog Treats (8 NOV) and “cake mix” cookies.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week’s destination. Have a soccer ball and U.S. flag.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Cub Scouts do Feats of Skill (<i>Achievement 1c–d</i>).	Do the elephant walk, frog leap, and crab walk (<i>Achievement 1g</i>). Collect permission slips.	Collect permission slips.	Boys sign thank-you note or card. Start the meeting outdoors with a game of soccer.
OPENING	Stand in a circle and recite the Loving Kindness Responsive Reading (8 NOV).	Give the den yell.		Boys line up and recite the Pledge of Allegiance (<i>Achievement 2a</i>).
Den leader checks boys’ handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Seeds of Kindness theme. Remind boys of the date to gather objects for this month’s Good Turn collection.	Have boys practice “Bringing in the Sheaves” for the pack meeting (<i>Elective 11f</i>).		Review what your den will be showing or performing at the pack meeting.
ACTIVITY	Make a health chart for the month (<i>Achievement 3a</i>). Sing “Bringing in the Sheaves” (8 NOV). Current U.S. copyright law (2005) places hymns created in 1922 or earlier in the public domain.	Make cookies for next week’s trip and for this week’s snack. While cookies are baking, make Seeds of Kindness envelopes. While eating cookies, conduct a Character Connection on compassion. Relate it to the seeds of kindness ideas discussed this month.	Visit an important place in your community, such as a historic or government location. Share the cookies baked last week. At the end of the trip, lead a reflecting discussion with boys about their outing.	Have boys practice “Bringing in the Sheaves” for the pack meeting (8 NOV). Finish Seeds of Kindness envelopes by printing or attaching words; these are to be distributed at the pack meeting.
CLOSING	Boys form a circle. They cross their arms in front, then grab the hands of the boys on each side. Recite “Do Your Best.” Send home permission slips for outing on THIRD WEEK.	Form Living Circle. Have denner lead Cub Scout Promise.		Form brotherhood circle with arms around each other and repeat the Law of the Pack.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders’ meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT’S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 1c–d, 1g, 2a, 3a; Electives 11d, 11f.

Kindness is an awareness that each of us develops with practice and over time. This month your den will be connected to the Scouts in their den and others in their community through small seeds of kindness. Conduct a food drive or collect coats and gloves for those in need; report your hours to Good Turn for America. Work on the Citizenship belt loop and pin.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 7, Your Living World:* Kindness involves helping the world around us; boys can do a litter cleanup.
- *Elective 14a, Pets:* Taking care of a pet is a good way to show kindness to animals.
- *Elective 22d, Say It Right:* A warm greeting is an act of kindness. Cub Scouts can learn to say “hello” in many languages.

SONG: BRINGING IN THE SHEAVES

Sowing in the morning, sowing seeds of kindness,

Sowing in the noontide and the dewy eve;

Waiting for the harvest, and the time of reaping,

We shall come rejoicing, bringing in the sheaves.

Refrain:

Bringing in the sheaves, bringing in the sheaves,

We shall come rejoicing, bringing in the sheaves;

Bringing in the sheaves, bringing in the sheaves,

We shall come rejoicing, bringing in the sheaves.

Sowing in the sunshine, sowing in the shadows,

Fearing neither clouds nor winter's chilling breeze;

By and by the harvest, and the labor ended,

We shall come rejoicing, bringing in the sheaves.

OPENING CEREMONY: LOVING KINDNESS RESPONSIVE READING

Write each part on a card for each boy to read. Have other boys repeat the line.

CUB SCOUT 1: May the hearts of all beings be filled ...

Response: May the hearts of all beings be filled ...

CUB SCOUT 2: ... with happiness and peace.

Response: *(Repeat)*

CUB SCOUT 3: May all beings be ...

Response: *(Repeat)*

CUB SCOUT 4: ... safe and secure.

Response: *(Repeat)*

CUB SCOUT 5: May all beings be ...

Response: *(Repeat)*

CUB SCOUT 6: ... healthy and thriving.

Response: *(Repeat)*

CUB SCOUT 7: May all beings live ...

Response: *(Repeat)*

CUB SCOUT 8: ... joyfully and with ease.

Response: *(Repeat)*

CHORE LISTS

(Achievement 4e)

Materials: Four sheets of paper per boy, pencils, markers, rulers

Have boys make a list of chores they are responsible for and keep the list for one month, putting a check in each square when they complete the chore.

Chore	Sun.	Mon.	Tue.	Wed.	Th.	Fri.	Sat.
1							
2							
3							
4							

COOKIES

Make cookies to share with employees at the historic site you visit. If you visit the humane society, and take “cookies” (dog treats) for the dogs.

DOG TREATS

Ingredients:

3½ cups unbleached flour

2 cups whole wheat flour

1 cup cornmeal

½ cup skim milk powder

1 tablespoon (or 1 package) dry yeast

3½ cups lukewarm chicken

or meat broth

1 egg

2 tablespoons water

Mix together the flours, cornmeal, and skim-milk powder. Dissolve the yeast in the lukewarm chicken or meat broth let it rest for 10 minutes, then stir into flour mixture. Roll out dough ¼-inch thick, cut dog-biscuit shapes.

Use a fork to whip the egg in a small bowl. Stir in water to make an egg wash. Brush biscuits with egg wash. Bake on greased cookie sheets at 300 degrees for 45 minutes. Then turn off oven and leave overnight. Makes 60 medium biscuits. These could be donated to a local humane society.

CAKE MIX COOKIES

Ingredients:

1 box of cake mix (any flavor)

1 8-oz. container nondairy frozen

whipped topping

1 egg

Confectioner's sugar

Mix first three ingredients. Chill dough.

Form dough into balls. Roll in confectioner's sugar. Bake at 350 degrees for 8 to 12 minutes. Don't overbake. Cool in pan a few minutes before removing.

SPREADING SEEDS OF KINDNESS

(Electives 12a, 12f)

Materials: Paper, glue sticks, markers, pens, colored pencils

Enlarge the pattern to form seed envelopes. Have enough so each boy can make and decorate several packets.



Label each packet, “We are spreading Seeds of Kindness. Please gather (canned foods, gently used coats, blankets, etc.) to share with those in need in our community.” Boys color and decorate the packets and hand them out to pack families, neighbors, and teachers. Have a collection place for donations.

Seeds of Kindness: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have supplies for the Turkey Neckerchief Slides (10 NOV), paper and pencils, and U.S. flag.	Collect supplies for search bottles, seeds, and cans for game (10 NOV). Have a stuffed animal for the Papa Bear game (10 NOV).	Confirm with the chartered organization the arrangements for a tree-planting and cleanup.	Denner writes thank-you to last week's destination.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Assistant den leader explains the task for each Cub Scout to write one sentence of kindness for each fellow den member.	Collect permission slips. Play Seeds of Kindness Drop (10 NOV).	Collect permission slips.	Boys sign thank-you note or card. Boys share their posters about birds (<i>Achievement 5a</i>).
OPENING	Designated Cub Scouts lead a flag ceremony (<i>Achievement 3f</i>).	Denner leads the den in the Pledge of Allegiance.		Denner leads the den in the Law of the Pack.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain the Seeds of Kindness theme and share the den/pack Good Turn. Discuss the field trip and ask boys to bring a new teddy bear to donate to the police department.	Explain that Seeds of Kindness apply to humans and animals. Review <i>Achievement 5a</i> as boys choose a bird to make a poster about.	Where the weather permits, plant a tree on the grounds of your chartered organization or other location (<i>Achievement 6b</i>). Combine this with a den cleanup project (<i>Achievement 6g</i>). OR If your den chooses to collect teddy bears, your field trip may be a visit to a police station (<i>Achievement 7b</i>). At the end of the trip, lead a reflecting discussion with the boys about their outing.	Gather the objects being collected, such as teddy bears, and donate to the local organization where they will be used.
ACTIVITY	Discuss the theme for the month. Complete the Character Connection for Compassion (<i>Achievement 24f</i>). Make Turkey Neckerchief Slides (10 NOV). Practice the flag ceremony for the pack meeting (<i>Achievement 3f</i>).	Make Seeds of Kindness search bottles (10 NOV). Play the Papa Bear game (10 NOV).		Practice the flag ceremony to present at the pack meeting (<i>Achievement 3f</i>). Have each boy write a list of jobs he can do around the house. Cub Scouts are told to track their progress for one week (<i>Citizenship belt loop</i>).
CLOSING	Have boys read aloud each sentence written about the other boys. Den leader follows with remarks about how kind the boys are to each other. Send home permission slips for outing on THIRD WEEK.	Remind boys to bring objects collected for your Good Turn at the FOURTH WEEK den meeting. Sing "Be Kind to Your Web-Footed Friends" (<i>Cub Scout Songbook</i>).		Join hands and have each boy say what his favorite thing was that the den did during the month.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note. Report your hours spent for your Good Turn for America project.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 3f, 5a, 6b, 6g or 7g, 24f.

Spreading seeds of kindness is the focus for Cub Scouts this November. One program found across the country is donating teddy bears (stuffed animals) to your local police department. When children are in a situation needing an officer's help, the teddy bears are given to them as a source of comfort. This is a good program for Cub Scouts to support; you may have a different project in mind as a Good Turn for your den. Ask the boys during the first week for their support and collect the donations during the last week this month for delivery to the appropriate organization. Encourage boys to work on additional requirements to earn their Citizenship belt loop.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 18, Jot It Down:* Boys can write a thank-you note to the location of their trip on week three.
- *Achievement 24d, Be a Leader:* Cub Scouts can spread kindness by telling two people that they have done a good job.
- *Elective 17e, Repairs:* Helping with repairs at home spreads kindness for the family by first learning how to fix things.

GAMES

Seeds of Kindness Drop

Materials: Seeds such as sunflower seeds in the shell (five per boy); five empty, clean cans (cover with paper and letter them S, E, E, D, S, one letter on each can as shown)



Place lettered cans on the floor in a line, 1 foot apart. In turn, boys stand above the first can and drop a seed from chest height. If the seed goes into the can, score one point. Move to the next can and repeat.

Papa Bear

Materials: One stuffed animal or object for "It" to protect

One Cub Scout is "Papa Bear" ("It"). He sits with his back to the den (have 8 feet of clear space between this Cub Scout and the rest of the den). A stuffed animal or object is placed behind his back.

The den members try to sneak up behind Papa Bear to take the object. If "It" hears movement, he can turn around and growl. If "It" catches a boy, that boy becomes "It." If there is no one

moving, "It" turns back around, and play continues.

GATHERING ACTIVITY: SEEDS

As boys arrive, give each a handful of dried beans (or seeds). Ensure that the same number of beans or seeds is given to each boy. Cub Scouts try to win beans by trying to get others to respond to questions by saying "yes" or "no." A player who says either word in his reply must give up a bean to the questioner. At the end of the activity, the winner is the boy with the most beans.

SEEDS OF KINDNESS SEARCH BOTTLE

Materials: Clear plastic soda bottle or small, clean baby food jar; rice; miscellaneous objects (penny, paper clip, beads, charms, small plastic bugs or charms, pebbles, paper fasteners, etc.)

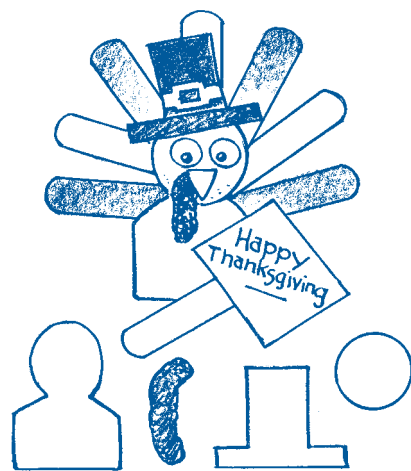
Remove the label from the bottle or baby food jar; clean and dry inside. Gather the objects and place in the bottle or jar. List the objects on a piece of paper so you know what can be found in the bottle. Add uncooked rice to fill the bottle three-fifths full. Tightly screw on the cap (or seal with a small bead of white glue, then screw on the cap).

Shake the bottle to mix the objects with the rice. Slowly turn the bottle to find each object, comparing your finds against the list.

This is a good project to entertain those who are bedridden such as children in the hospital or those in a group home or nursing home. It also makes a nice gift. Be sure the list of objects is tied to the bottle if this project is given away.

TURKEY NECKERCHIEF SLIDE

Materials: Craft sticks cut in half (four sticks cut into eight pieces per boy); red, yellow, and brown acrylic paint; wiggle eyes; scraps of brown, red, and black craft foam; ½-inch PVC pipe cut into 1-inch lengths



Before the meeting, cut craft sticks in half. Boys paint the sticks with acrylic paints. Set aside to dry.

Using the templates shown, cut the following from craft foam:

- Brown—turkey body and small triangle
- Red—wattle
- Black—hat

Glue wiggle eyes to the top of the turkey body piece; add the small, brown triangle as a beak and add the red wattle. Lay out the painted craft sticks in a fan shape; glue the turkey body atop. Add a piece of PVC pipe to the back for a neckerchief slide.

The Star of Bethlehem, the Miracle of the Lamp, the Morning Star that enlightened Buddha, the bonfires of Yule: many holiday traditions this month involve lights. Share your holiday traditions with your pack and den: lights on a Christmas tree; candles on a Menorah for Hanukkah or on a Kinara for Kwanzaa. Boys can be stars this month by brightening someone's holiday season with a gift of compassion. As a pack or den, visit a nursing home, preschool, or children's ward and sing holiday favorites. End your outing by sharing cookies that the boys decorated. Help those less fortunate with a service project or toy drive. How about a holiday campfire at your pack meeting? This is a great month to work on the Language and Culture belt loop and pin or the Heritages belt loop and pin.

PACK PLANNING

This month's pack meeting will focus on sharing the light of the holiday as well as the light of Cub Scouting. Dens will explain the basics of some December holidays involving light. Cub Scouts who advance will light up the pack. All families will share the light of this festive time of year.

Appoint the following committees:

Decorations Committee. Create a festive atmosphere featuring candles of Hanukkah, Kwanzaa, and Christmas to celebrate the holiday season. One member can check to make sure that traditions of all pack members are represented. Prepare name tags and Word Search (2 DEC) and have supplies for the Fill Santa's Sack game (3 DEC).

Recognitions Committee. Recognize Cub Scout accomplishments with lights through a meaningful ceremony using electric candles.

Refreshments Committee. Coordinate families sharing holiday cookies at the pack meeting. Be sure families label cookie ingredients that might cause allergic reactions, such as peanuts or chocolate.

Good Turn Committee. Coordinate the Good Turn for America program for this pack meeting. Organize a pack toy drive or other service project.

Cleanup Committee. Remember to leave nothing but memories behind. This is a great time to thank your meeting place custodian.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Spiritual growth.** Boys learn to respect other people's religious beliefs.
- **Friendly service.** By helping those in need, boys learn that they can make the world better for others.

This theme is designed to promote character development by emphasizing these core values:

- **Faith.** Boys of different backgrounds learn to understand and appreciate those of different faiths.
- **Compassion.** By doing a Good Turn, boys learn compassion for others in need.

PACK MEMBERSHIP HIGHLIGHT

Take your Holiday Lights pack meeting on the road. To share the excitement of Scouting with others during this holiday season, conduct your meeting at a local community center where neighborhood youth gather—perhaps the recipients of your toy drive or other Good Turn project. Invite these youth in to participate in your meeting and recognize them with a special holiday memento. Send them home with a festive invitation that tells how to join Cub Scouting.

Pack Meeting

BEFORE THE MEETING

Set up advancement recognitions and a log with candles. Prepare copies of the Peace in Many Languages Word Search (2 DEC); have pencils, balloons, and bags for game. Set up tables for den displays. Set up tables for cookies and Good Turn contributions, if families are bringing them to the pack meeting.

GATHERING

The pack greeters distribute pencils and the Peace in Many Languages Word Search to pack families to do together. Provide name tags in the shape of a candle for all pack members to wear.

MAIN PART OF THE MEETING

Opening

Perform the Holiday Lights opening (2 DEC) or select another opening ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout delivers the Holiday Light prayer (2 DEC).

Icebreaker

Ask those who found all the words for *peace* in the word search to stand. Perform the Rudolph Cheer (3 DEC) in recognition.

Welcome and Introductions

Welcome all Cub Scout families and guests. With the Good Turn Applause

(3 DEC), congratulate dens and families for their service in the community this month. Thank those who brought holiday cookies to share.

Song

The pack song leader leads "Light the Night" (2 DEC) or calls upon a den to lead a song they have prepared.

Den Demonstrations

Dens share information about the service projects they did during the month, lead a song, or present a skit.

Games

Play Fill Santa's Sack (3 DEC).

Recognition

Conduct the Cub Scouts Light the Way advancement ceremony (2 DEC).

Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

The pack committee chair announces: “Next month’s theme is A-MAZE-ing Games. Here’s a riddle to get you thinking. What roars like a Tiger, howls like a Wolf, runs like a Bear, and knows what W-E-B-E-L-O-S means? A Cub Scout! Join us for games and puzzles next

month!” Give the date, time, and location for next month’s pack meeting.

Cubmaster’s Minute

The Cubmaster shares the Lights of the Season Cubmaster’s Minutes (3 DEC). A different thought may be found in *Cub Scout Ceremonies for Dens and Packs*.

Closing

Conduct the New Year of Gold and Blue closing ceremony (3 DEC).

REFRESHMENTS

Encourage pack members to wash their hands and then enjoy the many treats provided by pack members. Show where the garbage receptacles are located, and encourage all pack members to help with cleanup.

Cubmaster Corner

DISPLAYS AT THE PACK MEETING

Did you know that it is the Cubmaster’s responsibility to ensure that boys who have earned awards receive them at the next pack meeting? Don’t let boys get discouraged by having to wait for recognition. Provide advancement incentives at the pack meeting, such as colorful and exciting, theme-related ceremonies. Encourage displays of den advancement charts and den doodles at pack meetings.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: PEACE IN MANY LANGUAGES WORD SEARCH

Reproduce and distribute the word search shown here. Instruct family members to find and circle the following words for *peace* in many languages:

Arabic: SALAM	English: PEACE
French: PAIX	Hawaiian: MALUHIA
Hebrew: SHALOM	Hindi: SHANTI
Italian: PACE	Japanese: HEIWA
Latin: PAX	Mandarin: ANPING
Russian: MIR	Spanish: PAZ

R	O	P	A	X	E	S	L
S	H	A	L	O	M	A	S
P	E	N	T	R	A	L	H
A	I	P	A	Z	L	A	A
C	W	I	N	T	U	M	N
E	A	N	A	C	H	A	T
B	S	G	P	A	I	X	I
M	I	R	P	E	A	C	E

OPENING CEREMONY: HOLIDAY LIGHTS

Cub Scouts enter carrying electric (battery-operated) candles. As each lights his candle, he says:

CUB SCOUT 1: This is the season of lights.

CUB SCOUT 2: The days are shorter and the nights are longer, brightened by our holiday lights.

CUB SCOUT 3: Many homes light candles to light the way for Baby Jesus at Christmastime.

CUB SCOUT 4: Many homes light Hanukkah candles to celebrate the Festival of Lights.

CUB SCOUT 5: Many homes light the Kinara to celebrate Kwanzaa.

CUB SCOUT 6: The most brilliant light comes from the spirit of goodwill and peace toward all.

CUB SCOUT 7: Cub Scouts light up the lives of others with their service.

CUB SCOUT 8: Please stand and join us in the Cub Scout Promise.

PRAYER: HOLIDAY LIGHT

A preselected Cub Scout comes forward and says: “Please prepare for prayer according to your custom.” Then he gives the prayer:

Dear God: We give thanks for all who are here with us tonight, and wish those away from us a safe and secure holiday season. May the light of joy in the season be with us throughout this year and next. Amen.

SONG: LIGHT THE NIGHT

Tune: Row, Row, Row Your Boat
Light, light, light the night,

Candles glowing bright.
Giving, sharing, always caring,
Cubs Scouts do what’s right.

ADVANCEMENT CEREMONY: CUB SCOUTS LIGHT THE WAY

Equipment: Log with candles for each rank. See *Cub Scout Ceremonies for Dens and Packs* for ideas.

Boys and their parents come forward to receive recognition. Cubmaster hands the award to parents. Cub Scout lights candle with help of assistant Cubmaster. Cubmaster speaks about each badge as it is presented.

CUBMASTER: The Bobcat badge is symbolized by this light, whose flame glows with the understanding of the Cub Scout Promise and the motto which unite us.

The Tiger Cub badge is symbolized by this light, which is significant because it is earned with the help of an adult partner.

The Wolf badge is symbolized by this light. Our candles glow brighter for this Scout who has grown in his understanding of his family and community.

The Bear badge, its light glowing even brighter, is presented to this Scout in recognition of his achievements at home with his family, in his community, his personal growth, and his citizenship skills.

The Webelos badge is symbolized by this light, which glows with the confidence this Scout has gained in completing his activity badges and understanding of Webelos.

The Arrow of Light Award is the brightest of all, for it glows with the full light of Cub Scouting.

GAMES

Fill Santa's Sack

Divide players into two or more teams. Place the teams at opposite ends of the room. Give each team a scarf of one color (red for one team, green for another, etc.), and a big garbage bag. On the floor in the center of the room, scatter equal numbers of inflated balloons in the teams' colors. On signal, each team runs in and fills their sack with as many balloons of their color as they can in the time allowed. Remind teams that popped balloons do not count.

Unwrap

Equipment: Mittens or thick gloves, bags, wrapped sticks of gum

Form den teams. Give each team a pair of mittens or heavy gloves and a bag containing one wrapped stick of gum for each player. On signal, the first player puts on the gloves, takes a stick of gum from the bag, unwraps it, and puts the gum into his mouth. He puts the wrapper into the bag and gives the mittens or gloves to the next player, who repeats the action. Continue until all have begun chewing. For dens of different sizes, some boys may need to go twice. The first team finished wins.

Christmas Puzzles

Collect old Christmas cards. Cut off card fronts and save. Using a black marker, draw several squiggly lines on the backside (not the picture side) of each card front. Cut card along these lines. Put pieces in a plastic bag. *Hint:* Use a separate bag for each puzzle.

CUBMASTER'S MINUTES

Lights of the Season

We all share a sense of wonder at the lights of the season—the light of peace and hope for the future—whatever our religious beliefs. As we shared our light with others this month, the light spread throughout our community. What a

wonderful example you Cub Scouts have set for everyone. Good night, and Happy New Year.

Holiday Lights

(Cubmaster comes forward with a single candle.) Cub Scouts and families, we look upon this candle and the light that it makes, and it doesn't look like much. Yet think what we have seen tonight: when we consider the light of Scouting, it looks like a lot. Cub Scouting is a way for families to work together, learn together, and have fun together. Cub Scouting is a plan for advancement for boys; they work together, learn together, and have fun together. The light of Cub Scouting is what we bring to our community. Cub Scouting brings Good Turns, food drives, clothing drives, and helping others. You may think that this light (*raises single candle*) isn't very bright, and it isn't very big. But it does represent much, much more. Thank you for all you do for our community, for our pack, and for our Cub Scouts. Good night.

CLOSING CEREMONY: THE NEW YEAR OF GOLD AND BLUE

Ask families to stand and sing together the "New Year of Gold and Blue."

New Year of Gold and Blue

Tune: Auld Lang Syne

Should all our Cub Scouts do their best,
From this year to the new,
We'll have a kind and thoughtful world,
With the help of gold and blue.

CLOSING CEREMONY: YEAR'S END

Materials: Candleholders for eight small candles, one large candle

Setup: Have one tall candle and a ceremony board with eight small candles. The Cubmaster lights all the candles, explaining that five of them represent Bobcat, Tiger Cub, Wolf, Bear, and Webelos ranks. Three candles represent *follows, helps, and gives*, the ideas of the Cub Scout Promise. The large candle is the Spirit of Cub Scouting.

CUBMASTER: Will all Bobcats and their parents please stand? Bobcats, do you promise to do your best and to advance one rank in the coming year? (*Boys reply that they will. The Cubmas-*

ter then extinguishes the Bobcat candle. Repeat for Tiger Cub, Wolf, Bear, and Webelos Scouts.)

CUBMASTER: Three small candles and the large one representing the Spirit of Cub Scouting are still burning. The small candles stand for *follows, helps, and gives*, the key words in the Law of the Pack. Let's repeat the Law of the Pack now. (*Lead Law of the Pack. Extinguish three small candles.*)

CUBMASTER: The Spirit of Cub Scouting still burns here. May it continue to burn brightly in your hearts during the coming year.

APPLAUSES AND CHEERS

Good Turn Applause. Each person pairs up with another person. Applaud using one hand of each person in the pair.

Rudolf Cheer. Use hands to make antlers on your head. Blink eyes, saying, "Blink, blink, blink."

Snow Globe Cheer. Pretend to pick up a good-sized snow globe. Shake it, look at it, and say, "Oooh, aah, pretty!"

Candle Cheer. Say, "Flicker, flicker, flicker."

RUNS-ON

CUB SCOUT 1: (*Enters, somersaulting.*)

CUB SCOUT 2: What are you doing?

CUB SCOUT 1: Good turns!

JOKES

Santa to Mrs. Claus: Why are you giving me an umbrella?

Mrs. Clause: *I hear rain, deer.*

What do you call an old snowman?
Water!

What does Santa do in his garden?
Hoe, Hoe, Hoe!

What do you have in December that's not in any other month?

The letter D.

Why is it always cold at Christmas?
Because it's in Decembrrrr!

What kind of candle burns longer, a red candle or a green candle?

Neither. Candles always burn shorter!

AUDIENCE PARTICIPATION

If appropriate to your pack membership, perform "The House Where Santa Claus Lives" (*Cub Scout Leader How-To Book*).

December Pack Program Page: Holiday Lights

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Computers. Winter is a good time for indoor computer fun. Cub Scouts learn by working on the Computer belt loop and pin.

Cub Scout Sports

Ice Skating. Try outdoor winter fun and earn the Ice Skating belt loop as a den or pack activity.

Volleyball. Cub Scouts will enjoy learning the rules and special moves involved in the game of volleyball as an indoor action sport.

FAMILY ACTIVITY

In *Cub Scouting's BSA Family Activity Book* (No. 33012), in the chapter "Learning Duty to God," families are encouraged to explore activities through which Cub Scouts learn more about the teachings of their family's religious faith and beliefs. Observing a holiday of the family's faith and reading text from the appropriate scriptures or sacred writings are examples of the many ideas to help families understand and practice their faith together.

DID YOU KNOW?

Chartered Organization Representative

Each pack has a chartered organization—the support organization that signs your charter renewal and oversees leadership. Your chartered organization can provide opportunities for your pack to perform service projects that benefit the organization and give Scouts opportunities to understand their community. Your liaison to the chartered organization is the chartered organization representative. This person ensures a good relationship between the pack and the organization. When your annual charter is received, invite this person to a meaningful ceremony as you present that document to the representative.

GOOD TURN FOR AMERICA

Many opportunities are available to help families during the holiday season.

- December is the perfect month to contribute canned goods to the local food bank.
- Make holiday decorations for a local assisted-care facility. Bring the decorations to the facility and help to decorate for the holidays.
- Collect used books for a children's hospital or elderly care facility.



BSA RESOURCES HIGHLIGHT

Cub Scouting: The First 75 Years of Doing Our Best (No. 34473).

For more information about the history of Cub Scouting in America, read this book. Reviewing this book is a good way to prepare for the blue and gold banquet in February.



PACK LEADERS' PLANNING MEETING

Pack leaders meet one or two weeks before the December pack meeting to coordinate all elements of the December meeting and to outline den and pack activities for the January pack meeting.

Create a festive atmosphere featuring candles by asking families to share their holiday candle displays at the pack meeting. Check with your facility to confirm that lighting candles is allowed, or plan to use electric candles.

The refreshments committee will coordinate families sharing holiday cookies at the pack meeting. Be sure families label cookie ingredients that might cause allergic reactions, such as peanuts and chocolate.

The program committee plans the pack Good Turn for America project. Share details with all leaders and families for a great event. Be sure to have pictures and an article to send to your local newspaper.

The pack trainer leads Unit Leadership Enhancement No. 5, Family Involvement (*Cub Scout Leader Book*). You may choose another topic that reflects your pack's current needs. Select a topic for next month. Encourage pack leaders to read and think about the topic before the next meeting.

Next month's theme is "A-MAZE-ing Games." Plan ahead for a pack meeting that appeals to all ages and involves families in the games you choose.

LOOKING AHEAD

As Webelos Scouts begin their transition to Boy Scouts, be sure to plan ahead for a meaningful graduation. It is important to include your local troop.

The blue and gold banquet is two months away. Planning should be under way and the committee in place. Confirm the location for the event.

PACK TRAINER HIGHLIGHTS

With many BSA trainings available online, this is a good time for leaders to catch up on those trainings they have missed. Help leaders learn how to access your council Web site or www.scouting.org to learn more. Encourage all leaders to attend the district Cub Scouting roundtable to see the next month's program in action, receive information about district and council activities, and simply have plenty of fun!

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Build a snowman in the shape of a tiger, or take a walk to see outdoor holiday decorations.

Wolf Cub Scouts. What do animals eat in the winter? Find out by taking a neighborhood hike, or take a bird-watching hike and see winter birds. Are they the same as summer birds? Where did the summer birds go?

Bear Cub Scouts. Take a winter hike and look for animal tracks in the snow, or hike to see where pine trees grow.

Webelos Scouts. Learn to build an igloo, or schedule a trip to gaze at the night sky in winter.

Holiday Lights: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.				
BEFORE THE MEETING STARTS	Have U.S. flag; gather materials for Coffee Filter Snowflakes (6 DEC) and Craft Stick Lanterns (6 DEC).	Have U.S. flag; gather materials for homemade greeting cards and Holiday Candle Cups (6 DEC). Bring directions for next week's Go See It.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Tiger Cubs make as many Coffee Filter Snowflakes as possible.	Let the Tiger Cubs make homemade greeting cards from construction paper. Collect the cards to share at next week's Go See It.	Take an evening hike around your community to view the holiday lights (<i>Achievement 5G</i>). This hike could be combined with one of these other two suggestions: Take a Go See It to visit a retirement center. Be sure to take some homemade greeting cards and decorations to share (<i>Elective 12</i>). OR Take a Go See It to visit an elderly person and help him or her decorate for the holidays (<i>Elective 10</i>). At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	Participate in the monthly pack meeting by conducting the Holiday Candle closing and share information about the den's Go See It. Tiger Cubs and adult partners sign the thank-you note.
OPENING	Say the Pledge of Allegiance. Ask boys to choose a holiday song to sing.	Say the Pledge of Allegiance and then recite the Cub Scout Promise.		
SHARE	Have each Tiger Cub share how he is unique. Point out that no two snowflakes are alike, and neither are any two people.	Have each Tiger Cub share how his family celebrates the holidays (<i>Elective 1</i>). Let them share their pictures.		
DISCOVER	Make Craft Stick Lanterns. Review the Food Guide Pyramid (<i>Achievement 3D</i>) in preparation for the many holiday foods served at this time of year.	Make Holiday Candle Cups (6 DEC). Play Dizzy (<i>Cub Scout Leader How-To Book</i>) and other physical fitness activities (chapter 3).		
SEARCH	Have each Tiger Cub bring a picture of his family at the holidays to share next week.	Hand out information about next week's Go See It.		
CLOSING	Talk about how holiday lights are important in each faith. Talk about why faith is important and how it relates to a Scout's duty to God.	Practice the Holiday Candle closing for the pack meeting.		
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Tiger Cub Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.				

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 3D, 5G; Electives 1, 2, 10, 12.

Be sure to take the time this month to share in the wonder of holiday lights with your Tiger Cub. Let him help decorate the home with lights (*Achievement 1F*). Use this time of year as an opportunity to talk about your family's faith and to visit with a religious leader (*Elective 8*). Together, think of ways your family can help other people (*Electives 10 and 11*). Boys can share their holiday with others by creating cards to distribute on the Go See It this month; fold construction paper or cardstock in half, draw pictures on the cover, and write greetings inside.

HOLIDAY CANDLE CUPS

(Elective 2)

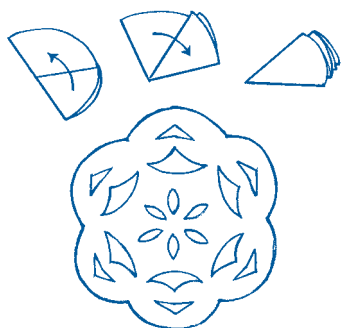
Materials: Small glass candleholder or glass baby food jar, colored tissue paper, warm water, white school glue, foam brushes, small votive candle or tea light

Tear tissue paper into small pieces. Make a decoupage solution by combining equal parts of warm water and white glue to create a milky paste. Brush the surface of the glass with the decoupage solution. Apply pieces of tissue paper onto the glass, being sure to overlap the edges of the pieces. Continue around the entire candleholder until it is completely covered. Once it is covered, brush on a final coat of decoupage solution to seal down the edges of the tissue paper.

Use tissue paper colors that reflect the Tiger Cub family holiday celebration: For Christmas, use red and green tissue paper. For Hanukkah, use blue and white paper. For Kwanzaa, use black, red, and green.

COFFEE FILTER SNOWFLAKES

(Elective 2)



Materials: Coffee filters, scissors

Fold a coffee filter in half. Fold the half circle into thirds to form a pie-wedge shape. Cut shapes into the edges of the filter. Be careful not to cut all the way through to the opposite side of the filter. Open the filter to see your unique snowflake.

TABLE PROTECTOR

(Elective 2)

Materials: Clear self-adhesive paper, red and green construction paper, scissors, pen, bowl or plate to trace around, pennies to trace around, holly leaf pattern, green marker or crayon

Use pennies to trace three or four circles in red construction paper. Cut out the circles. Use holly leaf pattern to trace eight to 10 leaves in green construction paper. Cut out the leaves. Use green marker or crayon to add a center spine to the leaves. Peel the backing off a piece of adhesive paper; place the paper sticky side up on the table. Arrange holly leaves from the center outward; press them onto the adhesive. Place the red circles (holly berries) at the center of the design. Peel the backing off another piece of contact paper and stick it onto the paper with the holly leaves (the two sticky sides should be facing each other). Use a bowl or plate to trace a circle on the back of the contact paper "sandwich." Cut out the circle. Use under candles to protect tables from dripping wax, or make smaller circles to use as holiday coasters.

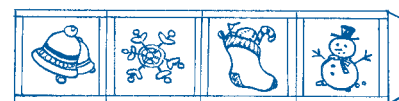
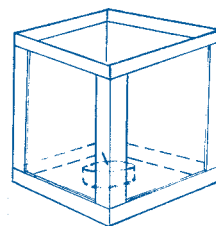
Extra idea: Instead of construction paper, use silk or dried, pressed leaves to create the design.

CRAFT STICK LANTERNS

(Elective 2)

Materials: Craft sticks, wax paper, craft glue, tea light or small votive candle in a holder, vellum stickers in holiday designs (found in the scrapbooking section of most craft stores), scissors, ruler

Each Tiger Cub needs a piece of wax paper that is 6 inches by 24 inches. Starting in one corner of the paper, glue four craft sticks onto the wax paper to form a box. Repeat to make three more boxes. Each box should be as close as



possible to the previous box. Decorate each pane with a sticker or two. Vellum stickers will allow the light to shine through. Trim the wax paper along the top and bottom. On the side, leave a half-inch of paper to form a flap to glue. Fold the wax paper into a box, and glue the flap to secure the shape. Place a tea light or small votive candle inside.

Extra idea: Instead of stickers, you can use glitter glue (glue with glitter already mixed in) to draw designs in each pane.

CLOSING CEREMONY: HOLIDAY CANDLE

Extinguish the room lights and have each Tiger Cub and his adult partner hold a single candle.

DEN LEADER: This is the season of lights. It is the time when the days are shorter and the nights are long. But somehow the world seems brighter. Thousands of homes have candles to light the way for the Christ Child. Other thousands have candles burning to commemorate the miracle of the oils of Hanukkah. Thousands more will be lighting the candles to celebrate the seven principles of Kwanzaa. Even the stars in the winter sky seem brighter. The most brilliant glow comes from the spirit of goodwill that you live all year-round in the Cub Scout Promise and the Law of the Pack.

Holiday Lights: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Reindeer Names Unscramble, Ring the Reindeer Relay, and Rudolph Sandwiches (8 DEC).	Have materials for Icicle Hunt game and supplies for Holiday Smells From Far Away cards (8 DEC). Have supplies for holiday treats of your choosing.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have flashlight for The Star closing, supplies for Edible Snowmen, and cardboard boxes for Indoor Sled Race (8 DEC).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Play Reindeer Names Unscramble (8 DEC).	Collect permission slips. Den chief leads Icicle Hunt (8 DEC).	Collect permission slips.	Boys sign thank-you note or card. Den chief helps boys make Edible Snowmen.
OPENING	Sing "Rudolph the Red-Nosed Reindeer."	Denner leads the den in the Pledge of Allegiance (<i>Achievement 2a</i>). Boys answer roll by saying one of their favorite things about the holidays. (Avoid "presents" as an answer.)		Denner leads the den in the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss Holiday Lights theme and discuss plans for holiday pack party.	Practice the den's contribution for the pack meeting.	Visit a local retirement center and sing holiday songs for the residents. OR Visit a local display of outdoor lights. At the end of the trip, lead a reflecting discussion with boys about their outing.	Check den's preparations for holiday pack party.
ACTIVITY	Play Ring the Reindeer Relay (8 DEC). Make Rudolph Sandwiches (8 DEC).	Make Holiday Smells From Far Away cards (8 DEC). Review the Food Pyramid (<i>Achievement 8a</i>). Prepare holiday treats in the den.		Boys share their holiday traditions and tell what they feel is a duty to God. Play Indoor Sled Race (8 DEC). Enjoy Edible Snowmen made earlier.
CLOSING	Form a Living Circle. Observe a moment of reverence for the many celebrations of the month. Send home permission slips for outing on THIRD WEEK.	Divide den into three groups and sing "Holiday Greetings" (8 DEC) as a round.		Den leader recites The Star closing ceremony (8 DEC).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 2a, 8a.

The season of lights is the season to share the many beliefs of the world. Encourage boys to share their family's beliefs related to duty to God with each other in the den meeting, and then share again at home with family members. This month the den will share fun parts of different holiday traditions from different religions.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Elective 9*, Let's Have a Party: Cub Scouts may help with a party at home or in the den.
- *Elective 13*, Birds: Decorate an outdoor tree with food for birds.
- *Elective 17*, Tie It Right: Boys can practice their gift-wrapping skills.

REINDEER NAMES UNSCRAMBLE

Unscramble Santa's reindeer names:

ZNETILB	PDIUC
XINVE	HSREAD
MOTEC	CANDRE
DULOHPR	DDNORE
CRNEARP	

Answers:

Blitzen, Cupid, Vixen, Dasher, Comet, Dancer, Rudolph, Donner, Prancer

GAMES

Ring the Reindeer Relay

Divide players into teams. Choose one player from each team to be the Reindeer. He sits on the floor, his back to the team, and holds his arms straight up. (These are his "antlers.") Remaining team members line up about 4 feet behind the "Reindeer." Give each player two paper-plate rings. On signal, each player in turn tosses his rings onto the Reindeer's antlers. The team with the most rings on the antlers is the winner.

Icicle Hunt

Cut pieces of colored yarn or string into different lengths. Hide the "icicles" (yarn) around the room and have the Cub Scouts search for them. The winner is the one whose strings form the longest icicle when laid end to end, not the Cub Scout who collects the most.

Indoor Sled Race

Use large cardboard boxes to create "sleds." Divide the boys into teams and have a relay race. Each team member takes a turn as a rider in the sled. The other team members must push or pull the person in the sled to a line marked

across the room and back to the start. Another team member gets into the sled, and the team does the same thing. Keep playing until one team has pushed all its members across the room and back to the start line.

HOLIDAY SMELLS FROM FAR AWAY CARDS

Materials: Stamps, construction paper, medium-grade sandpaper, holiday cookie cutter, pencil, scissors, ground cinnamon, glue, markers, envelope

Fold a piece of construction paper in half to form a card. Trace cookie cutter onto sandpaper and cut out shape. Sprinkle cinnamon on the sandpaper, and rub in with your finger. Shake off the excess spice. Glue the cookie shape onto the front of the card. Write your holiday message inside and mail to someone special.

KWANZAA LIGHT

Materials: One tissue paper roll per boy; black, red, and green construction paper; orange or yellow tissue paper; glue; scissors

Cover cardboard tube with glue; then cover with any one of the colors of construction paper. Cut a 10-inch square of tissue paper and place candy, nuts, or a small prize in the middle of the square. Gather the tissue up around the prize and push it into the tube so that the ends of the tissue paper are sticking out. The tissue paper is the candle flame.

SONG: HOLIDAY GREETINGS

Tune: Frère Jacques Christmas greetings, Kwanzaa greetings, Hanukkah—it's that time.
Holidays are super,
Presents super-duper;
Candles glow, candles glow.

CLOSING CEREMONY: THE STAR

This ceremony is done with all lights turned off. Have a bright flashlight, and on the flashlight lens have a disk of dark paper with a star cut out of the center of the disk. Shine the light on a white surface and it will make the star shape.

DEN LEADER: As we look upon the star tonight, let us each renew in our hearts this wish: "... and on Earth, peace, goodwill to men."

SNACKS

Rudolph Sandwiches

Cut a peanut butter and jelly sandwich crossways into a triangle. Decorate it as a reindeer, using two raisins for eyes, five or six raisins for the mouth, broken pretzel bits for antlers, and a bright half-cherry for the nose. Now you have Rudolph the Red-Nosed Reindeer, ready to eat.

As with all treats offered during a Cub Scouting activity, be aware of any potential food allergies any boys might have.

Edible Snowmen

Ingredients: Large marshmallows, licorice strip, pretzels, raisins, candy corn; toothpick

Stack marshmallows on a toothpick. Add a licorice strip for a scarf. Insert pretzels for arms, raisins for buttons, and candy corn for nose. Make and then eat!

Holiday Lights: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Christmas Light Bulb Slide and Candy Cane Candles (10 DEC), and balls for Lights in the Sky (10 DEC).	This meeting is held in a place where the boys can participate in cookie making. Have supplies for baking cookies and for Candle Lighting Relay (10 DEC).	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have supplies for Put Out the Light (10 DEC).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Where weather permits, start the meeting outside to play Lights in the Sky (10 DEC).	Collect permission slips. Play Candle Lighting Relay (10 DEC).	Collect permission slips. Review field trip rules, which may be different from the usual because this is an outdoor trip and likely to be held in the evening.	Boys sign thank-you note or card. Play Put Out the Light (10 DEC).
OPENING	Welcome any new den members. Denner leads the boys in the Cub Scout Promise.	Form a semicircle around the flag. Say the Pledge of Allegiance.		Denner leads the Law of the Pack. Follow with a flag ceremony (<i>Achievement 3f</i>) by any boy who has not yet led the ceremony.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain the Holiday Lights theme. Share information about a tradition in another country (10 DEC).	Share information about the tradition of Hanukkah and the festival of lights.	Attend a local festival of lights or festival of trees	Share information you have researched about India's tradition of Diwali, which means rows and rows of lights.
ACTIVITY	Make Candy Cane Candles (<i>Elective 9</i>) for display at this month's pack meeting. Cub Scouts can take the candles to a retirement center or give them to their family as a gift.	Have the boys bake and decorate seasonal cookies for the upcoming pack meeting (<i>Achievement 9a</i>). While the cookies are baking, discuss Junk Foods (<i>Achievement 9d</i>).	OR Visit a Christmas tree farm OR	Play an organized game with the den (<i>Achievement 15b</i>). Practice the holiday song the Cub Scouts will sing at the pack meeting.
CLOSING	Practice a song to sing at the pack meeting. Announce the location of next week's cookie-baking meeting. Send home permission slips for outing on THIRD WEEK.	Cub Scouts form a Living Circle and do the grand howl in honor of the assistant den leader.	Attend an outside holiday celebration. At the end of the trip, lead a reflecting discussion with boys about their outing.	As this is the end-of-the-year meeting, close with each boy expressing something he has enjoyed about Cub Scouts since the beginning of the school year.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 3f, 9a, 9d, 15b; Elective 9.

Light up your Cub Scout meetings with lessons on holiday lights in other countries and our own country. Many books are available from the library, and information can be found online. Candy Cane Candles made in the den meeting will make welcome gifts; each Cub Scout can say "I made it all by myself!" when a family member opens the box. It will be a keepsake for many years to come.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 2*, Emblems of Faith: Have your Cub Scout work on the religious emblem of his faith.
- *Achievement 9c*, What's Cooking? With school vacations, this is a good time for boys to help with preparing and serving meals at home.
- *Elective 11*, Photography: Encourage your Cub Scout to capture the holidays by taking photographs of the lights and people around him.

BAKING COOKIES

(*Achievement 9a*)

Materials: Premade cookie dough, icing of different colors, cookie cutters of different holiday shapes, sprinkles and other fun items to put on cookies

Use the recipe in the *Bear Handbook* or your favorite recipe. Have the Cub Scouts help make and bake the cookies. Decorate with icing and sprinkles.

CANDY CANE CANDLES

(*Elective 9*)

This is an easy project that is quick to make. It will last for a while, but make sure no one eats the candy canes on the candle.

Materials: One small, round candle per Scout; candy canes the same height as the candle; white craft glue; red or green ribbon

Glue candy canes all around the candle. Tie a ribbon around the candle, and finish with a bow.

CHRISTMAS LIGHT BULB SLIDE

Materials: Large buttons or cutouts shaped like holiday lights, ½-inch PVC pipe, glue

Glue the light-shaped button to the PVC pipe for an easy neckerchief slide.

Holiday buttons and trinkets are found in many shapes this time of year. Add a length of PVC pipe, and *voilà!* Instant neckerchief slide.

GAMES

Lights in the Sky

(*Achievement 15b*)

Materials: Three or four soft, mid-sized balls, preferably of different colors
Have players stand in a close circle.

Toss one ball across the circle, from player to player, until each person has caught and thrown the ball once. After your pattern of tossing and catching is established, repeat several times until each player knows to whom he tosses the ball and who will be tossing to him. To help everyone remember the pattern, you might have players call out names as they throw.

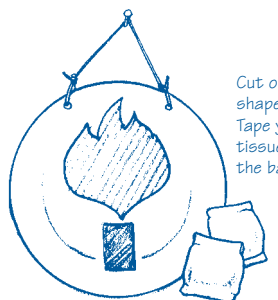
Once everyone is comfortable with the sequence, add another ball to the circle, following the same pattern. Then try adding a third and a fourth ball. You will find that the visual effect is striking. Because the four balls are being tossed and caught almost constantly, it will look like your group has achieved a huge, complicated, juggling maneuver.

Note: For added nighttime "holiday lights" fun, play with illuminated or glow-in-the-dark balls.

Put Out the Light

Materials: Paper plate, construction paper, yellow tissue paper, small beanbags, string

Create the target by cutting a flame shape in a paper plate. A 2-inch strip of construction paper makes the base of the candle. Lightly tape yellow tissue paper to the back of the paper plate over the flame-shaped opening. Hang the target.



To play, boys throw a small beanbag at the "flame." If the beanbag breaks the tissue-paper flame and goes through (putting out the light), the player gets a point.

Candle Lighting Relay

Materials: Empty tissue paper rolls, wads of yellow paper

Preparation: Line up empty tissue rolls on opposite side of room from starting line, one roll per boy.

Form the boys into teams. The first boy in each team takes his "light" (wad of yellow paper), runs to a "candle" (tissue roll), and inserts the wadded paper into the top of the roll. He then runs back and tags the next boy, who repeats the action. The winner is the first team with all their candles lit and with all team members returned to the starting line.

Tradition: Hanukkah

Hanukkah, also known as the Festival of Lights or Festival of Rededication, is an eight-day Jewish holiday that starts on the 25th day of Kislev (the third month of the Jewish calendar), which may be in December, late November, or (rarely) early January. Candles are lit during the Hanukkah celebration: one the first night, two the second, and so on until a special eight-branched candelabrum is completely filled.

Tradition: Switzerland

Holiday Lights

In Switzerland, bell ringing is a tradition to call people to their religious ceremonies and services. At the conclusion, hot chocolate is a favored treat.

January is a good time for indoor fun. Make and solve puzzles. Stump your friends with riddles. Build a maze; do crossword puzzles and word searches. Have a pack games night in which families join in for relays, board games, and other cooperative games. Play Cub Scout “Jeopardy”; how much do you know about Cub Scouting? Rediscover some of the games that your parents and grandparents could have played, and work on the Heritages belt loop and pin. Discuss why playing by the rules is important. The pinewood derby is a good opportunity to learn about rules and good sportsmanship. It’s a great month to work on the Chess belt loop and pin.

PACK PLANNING

Start the year out right with a super pack meeting, full of fun and action. Everyone will enjoy playing the games at the pack games night, and the highlight of the pinewood derby makes the excitement mount! Derby time is the time to recruit plenty of volunteers. Finish with funnel cakes in mazelike shapes.

Appoint the following committees to help with the evening:

Decorations Committee. Decorate the meeting place with balloons and streamers.

Derby Committee. Many details need to be confirmed and plenty of volunteers recruited to help.

Games Committee. Determine games to be played.

Refreshments Committee. Make funnel cakes or provide other refreshments.

Some of the purposes of Cub Scouting developed through this month’s theme include:

- **Preparation for Boy Scouting.** Cub Scouts will understand how making their way through the Cub Scout maze will help them become Boy Scouts.
- **Sportsmanship.** Boys learn that playing fairly and being a good sport is more important than winning.

This theme is designed to promote character development by emphasizing these core values:

- **Honesty.** Cub Scouts will discover that it is important to be honest when playing games with others.
- **Resourcefulness.** Many games can be created using common items that can be found in almost everyone’s home.

MEMBERSHIP MOMENT

Derby time brings back fond memories for all former Cub Scouts. It’s a tradition everywhere! Have some extra premade cars on hand and have boys bring a friend. Run a special category for prospective Cub Scouts, complete with awards.

Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up their section of the meeting area. The decorations committee posts parking signs and welcome signs. Set up tables for name tags and each den’s exhibit. Set up games area and equipment needed. The refreshments committee sets up a table to serve refreshments at the end of the meeting.

GATHERING

Greeters welcome families as they arrive. Have each person write their name on a name tag. Use pins to attach name tags to clothing. Direct Cub Scouts to the area designated for displaying den projects. Give instructions for the Beanbag Squares gathering activity (2 JAN). Invite guests to go to any of the playing fields.

MAIN PART OF THE MEETING

Opening

The Cubmaster conducts the Ladder of Good Citizenship opening ceremony (2 JAN). A different ceremony may be selected from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout comes forward and gives the Amazing Friends prayer (2 JAN).

Welcome and Introductions

The Cubmaster, wearing a visor, bright tie, and bright shirt, says, “Step right up! We’re here for a fun evening of games and fellowship, so step right up!”

Song

The song leader leads the pack in “Boom Chicka Boom” (*Cub Scout Songbook*).

Den Demonstrations

Invite dens to share some of the games they have made and things they have learned during den meetings this month.

Games

Give instructions for playing the games. Remind boys that these games are for the enjoyment of playing and that good sportsmanship is most important.

Recognition

Present awards using the Cub Scout Puzzle advancement ceremony (2 JAN).

Announcements

Announce the pack’s plans for a service project. Play patriotic music as the committee chair announces the date, location, and theme for next month’s pack meeting: American ABCs. Share the plans for the blue and gold banquet.

Cubmaster's Minute

The Cubmaster shares Slow but Steady (3 JAN).

Closing

Conduct the Scouting Is closing ceremony (3 JAN). Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

REFRESHMENTS

Invite families to the refreshments area. The refreshments committee serves Funnel Cakes (4 JAN).

Cubmaster Corner

STOP HAVING PACK MEETINGS?

Stop having pack meetings? Who likes to go to a meeting? Meetings are boring and dull. Meetings are things people try to avoid.

But ... people love a performance! Call your pack meeting the monthly pack performance.

People who plan meetings are called middle management. People who plan performances are called directors.

People who go to meetings wish they didn't have to be there. People who go to performances are called an audience, and they even pay money to go!

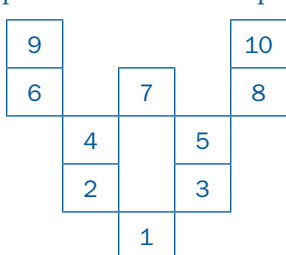
So put on a performance that your audience will remember and look forward to more!

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: BEANBAG SQUARES

Materials: Masking tape, beanbags

Prepare a few different playing fields. Use masking tape to make 10 1-foot squares in each field. Samples:



Try to land beanbags in squares 1 through 10, in order. Give these points: square 1=1 point, square 2=2 points, square 3=3 points, etc.

Give the first player a beanbag. He is to toss the bag into square 1. If the beanbag lands squarely inside, the second player tosses his beanbag into square 2. If player 2 misses, player 3 tries to toss his beanbag into square 2, and so on.

OPENING CEREMONY: LADDER OF GOOD CITIZENSHIP

Equipment: Ladder, on each rung cards with key words facing toward the audience; pointer; U.S. flag

Personnel: Leader, seven Cub Scouts

As each boy reads his part, have him point to the key word on the ladder with the pointer.

LEADER: We think of Cub Scouting as a ladder of good citizenship. Let us show you what we mean.

CUB SCOUT 1: *FRIENDSHIP*. We make lots of friends in our school, den and pack, church, and neighborhood.

CUB SCOUT 2: *TEAMWORK*. We learn how important it is to work with others as members of a team.

CUB SCOUT 3: *LEADERSHIP*. We help with den and pack activities.

CUB SCOUT 4: *HONESTY*. We learn to tell the truth and to understand what honesty means.

CUB SCOUT 5: *GOODWILL*. We like to help our school, church, neighbors, and those less fortunate than we are. Goodwill projects make us feel good.

CUB SCOUT 6: *RESPONSIBILITY*. We learn to be responsible for certain jobs, our own belongings, things about our home, and for the property of others.

CUB SCOUT 7: *LOYALTY*. We learn to be true to our parents, our friends, and our den and pack. We also learn to honor our country and its flag.

LEADER: Audience, please rise and repeat the Pledge of Allegiance.

OPENING CEREMONY: GREETINGS

The den chief asks the audience to respond by doing what the boys say. The boys hold up cards with letters that spell *G-R-E-E-T-I-N-G-S*. Each boy shows his card as he speaks his line:

G Glad to see you here tonight.

R Reach out your hand to a friend on the left or the right.

E Everyone smile and shake his or her hand.

E Everyone smile and nod at another friend.

T Together now, stand up on your feet.

I I'd like for you all to take your seat.

N Now that we're all friends, we'll start the show.

G Goodwill is a feeling we all like to know.

S So now we say "Greetings" to everyone. We're tried to spread goodwill, and that we've done. Cubmaster (*name*), our program's begun (*motion to Cubmaster to come onstage*).

PRAYER: AMAZING FRIENDS

Thank you for bringing us together as friends for fun and fellowship. Thank you for our families that we love. Families and friends are amazing.

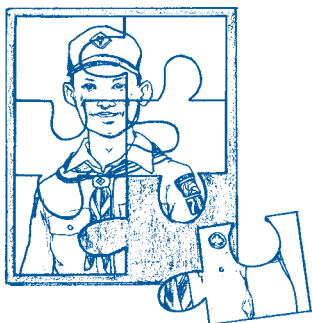
ADVANCEMENT CEREMONY: CUB SCOUT PUZZLE

Equipment: Large Cub Scout poster (Mount poster on foam board. Cut into six pieces. Using a felt board as a background for the puzzle, hold pieces in place with sticky-loop tape.)

CUBMASTER: Growing up in the world of today is not an easy job. It can be extremely difficult to try to put all the pieces in the right places. (*Call up boys and parents for each rank.*)

Bobcat. Congratulations on receiving your Bobcat badge. It is the first

piece of our puzzle. Please put the first piece in place.



Tiger Cub. You have had many fun times working with your partner to earn the Tiger Cub badge. Congratulations! Please put the next piece in place.

Wolf. These boys have worked hard and achieved the rank of Wolf. You have shown that you can accomplish great things when you put your mind to it. Please put the next piece in place.

Bear. These boys have earned the rank of Bear. They had to complete 12 requirements. Congratulations on your accomplishments. You may put in the next piece of the puzzle.

Webelos. The next piece is for the Webelos badge. Soon you will be Boy Scouts. Congratulations! Put the next puzzle piece in place.

Arrow of Light. You have earned the Arrow of Light Award. Will you please put in the final piece of the puzzle? It reveals to us that many experiences make up a complete Cub Scout. As parents and leaders we should help make all the pieces come together to complete the puzzle and give our Cub Scouts the right values for their lives.

BALLOON ADVANCEMENT CEREMONY

Personnel: Cubmaster wearing a visor, bright tie, and bright shirt

Materials: Stapler, small cards, balloons, marker

Preparation: Staple awards to cards. Put each card inside a balloon. Inflate and tie balloons. Use marker to write boys' initials on balloons.

The Cubmaster calls up each boy and his parents and announces his awards. Give him his balloon and let him pop it. Have the parent present each award to him.

GAMES

Skateboard Maze

Equipment: Skateboard for each team, two-by-fours, rope, etc.

Preparation: Set up a maze using two-by-fours to lay out a course.

Divide boys into teams of two. One boy sits on a skateboard. The second boy guides the skateboard through the maze to get to the finish line.

Giant Slalom Course

Equipment: Six to eight plastic cones or empty milk jugs

Set up cones in a line spaced so there is room to run, hop, skip, and jump around each one. Mark start and finish lines. Decide what kind of slalom will be run: running, skipping, hopping, or jumping. Boys start at one end and weave their way back and forth through the cones until they reach the finish line.

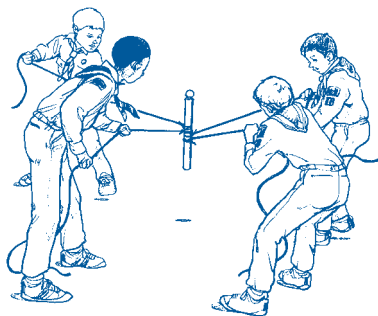
More ideas:

- Rollerblade, skateboard, or jump rope through the course.
- Kick a soccer ball through the course.

Golf Ball Balance

Equipment: Two 20-foot ropes, one 1½-by-15-inch wooden stick, one golf ball

Carve an indentation in one end of the stick so the golf ball sits firmly on the end. Tie the ropes at the center of the stick with clove hitches and extend them in four directions.



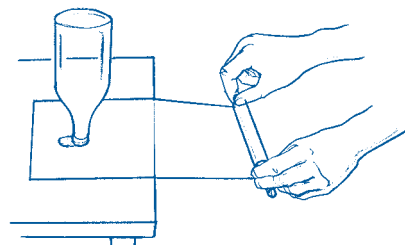
Divide the group into teams of four. One in each team is designated as the leader and gives all directions. All others must remain silent and follow the leader's directions. The object is to move the stick from point A to point B without allowing the ball to fall off. Players must remain at least 6 feet from the stick in all directions.

CUBMASTER'S MINUTE: SLOW BUT STEADY

Materials: 3-by-10-inch strip of paper,

pencil, bottle with a small mouth and neck

Place the bottle upside down on the paper near the edge of a table. Place the pencil on the loose end of the paper and carefully roll it around the pencil. Keep rolling very slowly until the rolled paper touches the mouth of the bottle and continue rolling slowly and steadily. The paper gradually creeps out from under the bottle.



CUBMASTER: Some things may seem impossible to do. You can accomplish anything if you are willing to go about it slowly and steadily.

CLOSING CEREMONY: SCOUTING IS

Each boy steps forward and says a line:

CUB SCOUT 1: Scouting is a sea of blue and gold or olive and tan uniforms.

CUB SCOUT 2: Scouting is earning badges.

CUB SCOUT 3: Scouting is making new friends.

CUB SCOUT 4: Scouting is a new neckerchief slide that you have made.

CUB SCOUT 5: Scouting is camping with your family.

CUB SCOUT 6: Scouting is a hike in the woods or around the block.

CUB SCOUT 7: Scouting is learning a new game.

CUB SCOUT 8: Scouting is leaders willing to give time, money, and their hearts.

CUB SCOUT 9: Scouting is all of this and more. Let's hope Scouting lasts for many years to come.

PUZZLING CHEER

Holding a box with a puzzle inside, show the audience the top and the insides. Explain that when the lid is raised, the audience should cheer—as if they are the little puzzle pieces inside, cheering. They fall silent when the lid is closed. Challenge the audience by raising the lid a small amount or opening it wide for different lengths of time.

REFRESHMENTS: FUNNEL CAKES

Ingredients:

- 1 egg
- 1¼ cups flour
- 2 tablespoons sugar
- 1 teaspoon baking powder
- ¼ teaspoon salt
- ⅔ cup milk
- ¼ cup powdered sugar
- 2 cups oil for frying

In large bowl, beat egg on low speed with electric mixer. Add dry ingredients except for powdered sugar. Mix in well with a wooden spoon. Add milk to mixture, gradually beating with electric mixer on low speed until smooth and creamy.

In medium-sized frying pan, heat oil. Pour batter through funnel into the oil. Swirl batter with a wooden spoon in a circular motion. The more batter poured

into funnel, the bigger the cake. Cook for about 2 minutes. Turn cake over with a spatula and cook the other side for 2 minutes.

Set each funnel cake on a paper towel to absorb any extra oil. Put funnel cake onto a plate and sprinkle with powdered sugar.

January Pack Program Page: A-MAZE-ing Games

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Heritages. This is a perfect time to find out the types of games your parents and grandparents played when they were your age. This will be a great start to earning the Heritages belt loop and pin.

Chess. Do you have relatives who played chess when they were younger? Try playing and discover strategies for outthinking the other player while earning the Chess belt loop and pin.

Cub Scout Sports

Snow Ski and Board Sports. Boys love the snow and will enjoy learning tricks for using the equipment and for getting around while safely participating in the sports.

FAMILY ACTIVITY

Many suggestions for evenings of playing games as a family can be found in *Cub Scouting's BSA Family Activity Book*.

DID YOU KNOW?

Service Stars

Service stars are worn with a colored background to indicate the number of years of service in Scouting. Tiger Cubs, Cub Scouts, and Webelos Scouts wear star(s) with a gold background, centered ⅜-inch above the left shirt pocket.

GOOD TURN FOR AMERICA

Cub Scouts are having fun playing games this month. But what about those children who are in the hospital? Cub Scouts and their families could brighten someone's day by making games to share with children at a hospital.



BSA RESOURCES HIGHLIGHT

Cub Scout Grand Prix Pinewood Derby (No. 33721). One of the traditions of Cub Scouting is participating in the pinewood derby. Tips on how to run a pinewood derby race as well as the raingutter regatta and the space derby can be found in the *Cub Scout Grand Prix Pinewood Derby* pamphlet.



PACK LEADERS' PLANNING MEETING

The pack leaders meet one or two weeks before this month's pack meeting to finalize details and continue planning for the blue and gold banquet.

January's pack meeting is all about games. Be sure that presentations by dens are not duplicated. Plan for the pinewood derby, including track setup, weigh-in assistants, volunteers to run the event, and awards.

Review the pack's plans for celebrating Scouting Anniversary month. The blue and gold banquet theme is "American ABCs." Pack leaders need to be sure invitations are sent to special guests. Review the menu and dens' contributions. Review the *Cub Scout Leader How-To Book* for complete planning details to help with the perfect blue and gold banquet.

The pack trainer conducts the Unit Leadership Enhancement that focuses on advancement. Different selections may be made based on your pack's

current needs. Select a topic for next month's discussion.

Many badges and awards will be presented at the February pack meeting. Outlines are found in the *Cub Scout Leader Book*, chapter 28.

LOOKING AHEAD

What special events are happening in the district? Plan now to participate as a pack.

Next month is the blue and gold banquet. Make sure that those boys who are graduating to Boy Scouting will be given a memorable ceremony. Make sure the troop youth membership will be present to welcome the boys into the Scout troop.

PACK TRAINER HIGHLIGHTS

- Review upcoming training opportunities for leaders. Every leader needs to plan to attend Cub Scout Leader Basic Training. This is a requirement for the Centennial Quality Unit Award.
- Make arrangements to carpool to the next Cub Scouting roundtable.
- As leaders of fifth-grade Webelos dens transfer to a Boy Scout troop, there may be opportunities in the pack leadership. Recruit replacements.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Go sledding in the snow, but not on city streets.

Wolf Cub Scouts. While on a walk, look for signs of shelters being used by animals in the winter.

Bear Cub Scouts. Build a snowman. Add color with spray bottles filled with colored water.

Webelos Scouts. Make a target. See who can hit the bull's-eye with a snowball.

A-MAZE-ing Games: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.				
BEFORE THE MEETING STARTS	Have supplies for Strap and Button Puzzles, cardboard for Snow Shoes (6 JAN), and U.S. flag.	Have marbles and supplies for the magic trick from <i>Elective 19</i> .	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Make Strap and Button Puzzles (<i>Cub Scout Leader How-To Book</i>).	Learn a magic trick (<i>Elective 19</i>).		
OPENING	Form a semicircle around the flag and say the Pledge of Allegiance.	Form a line and repeat the Cub Scout Promise in unison.		
SHARE	Play Tell It Like It Isn't (<i>Achievement 4D</i>). Share information about the pack meeting.	Boys share the games that they like to play.	Take a Go See It to watch a sport (<i>Achievement 3G</i>).	Participate in the monthly pack meeting by sharing a program from the Go See It done last week.
DISCOVER	Make Snow Shoes (6 JAN). Go outside and use them, if weather permits. Play Building Blocks (6 JAN). Each Tiger Cub team could create their version of a snowman.	Play a game of marbles (<i>Elective 3</i>). Learn the rules of the sport you'll see next week.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing. A Tiger Cub immediate recognition bead may be presented for participation and completion of <i>Achievement 3G</i> .	Boys can share the most exciting event of the outing. Tiger Cubs and adult partners sign the thank-you note.
SEARCH	Have the Tiger Cubs learn the secret of the Strap and Button Puzzle. Decide on a sport for the Go See It in two weeks.	Finalize arrangements for the Go See It.		
CLOSING	Give the den yell. Say the Law of the Pack.	Retire the flag. Sing "Taps" (<i>Cub Scout Songbook</i>).		
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files local tour permit with local council service center for the Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.				

Tiger Cub Den Activities

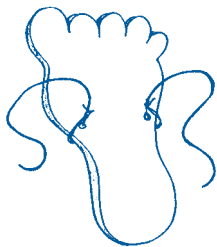
Advancement possibilities highlighted in this month's meeting plans: Achievements 3G, 4D; Electives 3, 19.

Many indoor sports are played at this time of year. Tiger Cubs will choose a sport to learn about, and then the whole den will see a live game. The game might be played by a local professional team or by your junior or senior high school team. Learn new tricks like the Magic Jumping Paper Clips (*Elective 19*). It's no puzzle that Tiger Cub-age boys need to learn good personal skills. To that end, it is a good month to learn skills such as *Elective 47*, Healthy Teeth and Gums, or *Elective 3f*, to plan and execute a fire drill with the family at home.

SNOW SHOES

Materials: Cardboard, scissors, string

Make "big foot" cutouts of cardboard. Punch one hole on each side of cutout. Attach string through holes and tie to the bottoms of each boy's shoes. Go outside and make footprints in the snow. In warmer climates, this can be fun in the sand!



GAMES

Snow Mazes

Track a large circle in the snow; then make more tracks to divide the circle into quarters or sixths. Play tag. Require that everyone must stay on the tracked areas and not go into the untracked snow.

Tangrams

The tangram is an ancient Chinese puzzle consisting of five triangles, a square, and a rhomboid. A pattern of the shapes can be reproduced from the

Cub Scout Leader How-To Book. Have a set prepared for each Tiger Cub team.

The tangram shapes can be arranged into designated shapes. Show Tiger Cubs pictures of completed puzzles, then let each boy work with his adult partner to try to recreate the pattern.

Game Night

Tiger Cubs can have fun playing traditional games with their den members.

MARBLE GAMES

Guess the Marbles. Boys take a handful of marbles and hold them in their hands. Each boy asks the boy next to him to guess whether he has an odd number of marbles or an even number of marbles. If the boy guesses correctly, he takes a marble.

Shoot the Bull's-eye. Shoot the marbles to a bull's-eye target. Count the number of points earned based on where the marbles land.

Closest Wins. Shoot the marbles to a stable object such as an aluminum can. The marble that is closest to the can scores the highest number of points. Points can be scored for second nearest,

third nearest, etc. No points are scored if the marble actually touches the can.

BUILDING BLOCKS

Materials: Assortment of plastic interlocking building blocks

Tiger Cubs and adult partners can let their creativity flow as they create structures with the blocks. They can work toward a design on a certain topic (such as each team building a spaceship), or just let everyone have fun creating structures of their choice.

SCOOP IT UP

Materials: Plastic laundry scoop, 8- to 12-inch pieces of yarn or string, large wooden bead, awl

Have adult partners use the awl to poke a hole through the upper part of the scoop on the side opposite the handle. Tie one end of the yarn through this hole and the other end to the bead. Hold the handle of the scoop and swing the bead, trying to get it to land inside the cup.

CROSSWORD PUZZLE

Start an easy crossword puzzle. Have the Tiger Cub and his adult partner work to create additional clues and solutions to create a complete crossword puzzle. When done, share with another Tiger Cub and his adult partner.

Answers:

- Across:**
1. winning
4. puzzle

- Down:**
2. game
3. rules
5. laugh

Across:

1. When you do well and will be "first," you can say you are _____.
4. Something you can't figure out is called a _____.

Down:

2. We have fun when we play a _____.
3. Most games have ways to play. We call them the _____.
5. Some people giggle, some people smile, some people roar, we all like to _____.

1						2
		3				
	4				5	

A-MAZE-ing Games: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for A-Maze-ing Neckerchief Slide (8 JAN).	Every boy needs beans and empty cans for Eagle Golf.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for invisible ink writing. Have cardstock for Tangrams. Prepare the To Be Honest opening (8 JAN).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Boys draw a maze to be used for creating a neckerchief slide.	Collect permission slips. Where weather permits, play a snow game from the <i>Cub Scout Leader How-To Book</i> .	Collect permission slips.	Boys sign thank-you note or card. Conduct the invisible ink activity (<i>Elective 1b</i>).
OPENING	Boys line up in a straight line and the denner leads a flag ceremony (<i>Achievement 2b</i>).	Sing "When the Cub Scouts Go Marching In" (<i>Cub Scout Songbook</i>).		Use the To Be Honest opening ceremony (8 JAN).
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Introduce the current theme by asking boys what kinds of games they like to play.	Suggest the chess activities found in the <i>Cub Scout Academics and Sports Program Guide</i> .	Possible destinations for the field trip include a maze or shrubbery maze in your area, a magic show, or a science museum.	Plan how the den will share at the pack meeting. Show the Eagle Golf game.
ACTIVITY	Finish the A-Maze-ing Neckerchief Slide (8 JAN). Play a game of Amazing Simon Says (8 JAN).	Practice the Eagle Golf game; each boy takes equipment home to play with the family (<i>Achievement 10b</i>).		Make the Tangram pieces found in the <i>Cub Scout Leader How-To Book</i> . Allow boys time to try replicating the various designs.
CLOSING	Retire the flag. <i>Cub Scout Ceremonies for Dens and Packs</i> has an assortment of ceremonies to open and close den meetings. Send home permission slips for outing on THIRD WEEK.	Do the grand howl to honor the service of the assistant den leader this month. Remind boys to do the game at home for <i>Achievement 10b</i> .		At the end of the trip, lead a reflecting discussion with boys about their outing.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 2b, 10b; Elective 1b.

Wow! A month of making and playing games at the beginning of another Cub Scout year. Playing games and solving puzzles and tricks is one part of the fun that boys will find all year long. This is a good opportunity for the boys to learn and show off a trick to the whole pack. Tangram puzzles have been around since the 1800s and are a fun exercise for the boys. Create the tangram, challenge the boys to create different shapes, and then take it home to share the fun with the family.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 10g*, Family Fun: Families will enjoy a family board-game night.
- *Elective 22a*, Say It Right: Boys can solve the amazing mystery of unfamiliar speech by starting to learn a new language and saying "hello."

A-MAZE-ING NECKERCHIEF SLIDE

Materials: Bugle beads, piece of wood, beads, glue, ½-inch diameter PVC pipe

Using a piece of paper the same size as the neckerchief slide, have boys draw a maze with the solution. Boys use this copy to draw the pattern onto a 2-by-2-inch piece of wood or tagboard. Glue on bugle beads to mark the outline of the maze, leaving enough room between beads for a small round bead. Attach a 1-inch length of PVC pipe to the back of the wood piece for the neckerchief.

It might be helpful to have samples of mazes for boys to use as a starting idea.

BOARD GAME

(Achievement 10g)

Materials: Cardboard, markers, stickers, dice, buttons for markers to move around the board

Preparation: Ask boys to bring a package of their favorite stickers. You supply the board. You can make a die displaying only the numbers 1, 2, and 3 by using white label stickers to cover unwanted spots on a regular die.

Boys can make their game reflect a hobby or interest such as football or dinosaurs. Sample tasks to do:

- Go forward 3 squares.
- Stop. Hide from the Tyrannosaurus Rex.
- Run around the Triceratops; go 4 squares ahead.

To make board: Create a path on the cardboard. Mark off squares along the pathway; make some squares larger to allow for special instructions (such as "Stop here," "Back up 1 space," etc.).

Variation: Add cards to be pulled at designated squares with questions to answer or special instructions (such as "Throw the die and move forward two times the spaces that come up").

DEN LEADER'S MINUTE: PLAYING FAIR

When you play games, there will always be a winner, but we're all winners if we play fair and learn to have fun. Playing fair and following the rules means that everyone gets to enjoy the games together on the same playing field.

OPENING CEREMONY: TO BE HONEST

Each boy gets a card that has a response on it. He reads the response as he is called upon:

To be honest is ... telling the truth.

To be honest is ... if you find something that belongs to someone you know, you return it.

To be honest is ... to admit when you're wrong, instead of blaming someone else.

To be honest is ... if you find something and you don't know who it belongs to, you take it to an adult.

Be sure to encourage families to do *Achievement 10g* by playing additional board games as a family and to do *Achievement 10a* by completing the Character Connection.

CORRAL THE HORSES PUZZLE

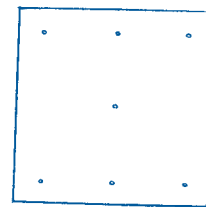


Figure A

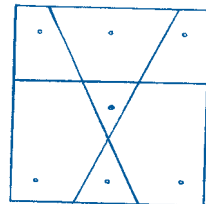


Figure B

Boys mark "horses" (dots) on a sheet of paper as shown (figure A). Now ask, "Can you put each horse in a separate corral by drawing three straight lines?" The solution is shown in figure B.

GAME: AMAZING SIMON SAYS

Play Simon Says, only say "Amazing Simon says" before giving the directions. "It" stands at one end of the room; the rest of the den stands at the other. "It" says to the group: "Amazing Simon says take three steps forward." Boys respond with "May I?" "It" answers "yes." Boys step forward. Continue in the same manner. One time, though, "It" does not say "Amazing Simon says" before the task. The boys may ask "May I?" If they do the task, "It" responds that he did not say "Amazing Simon" and the boys who did the activity must return to the start line. When a player reaches "It," he becomes "It" and the game starts over.

A-MAZE-ing Games: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Reproduce Amazing Word Search (10 JAN). Have pencils, poster board, pictures, glue, scissors.	Have materials to build a maze (cardboard boxes or tape). Have small ball for Hot Stuff game.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Den chief helps boys complete the Amazing Word Search (10 JAN).	Collect permission slips. Start building the maze with boxes (10 JAN).	Collect permission slips.	Boys sign thank-you note or card. Play games suggested by Cub Scouts (<i>Achievement 15c</i>).
OPENING	Use the Cub Scout Motto opening (<i>Cub Scout Ceremonies for Dens and Packs</i>).	Denner calls roll with Cub Scouts responding with the name of their favorite game.		Denner leads the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Introduce the A-MAZE-ing Games theme and suggest games to present for the pack meeting. Have Cub Scouts ask their parents or grandparents about games they played.	Cub Scouts share the topic of the games their parents or grandparents played. Boys are to have a game to play on WEEK FOUR.	Take a field trip to a museum. Focus on exhibits that display games. The trip can include a scavenger hunt to find specific exhibits or objects, using riddles as clues.	Remind boys that, at the pack meeting, they will be sharing the maze they created two weeks ago.
ACTIVITY	Make Cub Scout Jigsaw Puzzles (10 JAN). Conduct a Character Connection discussion about Honesty (10 JAN).	Play Hot Stuff (<i>Cub Scout Leader How-To Book, Achievement 15b</i>). Make Marble Maze (10 JAN).	Other field trip options include a state park visitors center or genealogy library. At the end of the trip, lead a reflecting discussion with boys about their outing.	Play board games.
CLOSING	Lead the Law of the Pack. Remind boys to prepare a game to lead and bring board games for WEEK FOUR, and to play the puzzle game at home with their families (<i>Achievement 10b</i>). Send home permission slips for outing on THIRD WEEK.	Use the "We Meet as Cub Scouts" closing, <i>Cub Scout Ceremonies for Dens and Packs</i> . Remind boys to bring board games in two weeks.		Lead a Den Leader's Minute on showing sportsmanlike behavior and how it makes us feel.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 10b, 15b, 15c.

For Bear Cub Scouts this month are puzzles, mazes, and fun galore! Boys will have a great time as they make games to play. Beneath it all, Cub Scouts have the chance to explore how they play by stressing the importance of honesty in all things. Boys will have an important part of the meetings this month as they bring in their favorite games to share with other den members.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 8d*, The Past Is Exciting and Important: Trace your family back through your grandparents or great-grandparents. This goes hand in hand with the information for the Heritages belt loop and pin.
- *Achievement 10b*, Family Fun: Have a family fun night at home. Play a favorite game with your family.
- *Achievement 17b*, Information Please: Play a game of charades with your family, at your den meeting, or at the pack meeting.

CUB SCOUT JIGSAW PUZZLES

Materials: Poster board or lightweight cardboard, Cub Scout pictures (these can be photos, pictures from *Boys' Life* magazine, or Scouting pictures from the Internet), glue, scissors

Each boy selects a picture (or uses one he brought with him) and glues it to poster board or cardboard. When the glue is dry, have him cut the board into the shape of jigsaw puzzle pieces. (*Tip:* Turn the picture over and draw the desired design of the pieces on the back, then cut out.) Boys can then trade with each other and put the puzzles together. To make it more challenging, take one piece from each puzzle and place it with another puzzle's pieces. As the boys put the puzzles together, they will have to search for the missing piece.

CHARACTER CONNECTION: HONESTY

Discuss the importance of being honest with our friends and family and while playing games. Have boys think about and discuss how it feels when someone has been dishonest with them. Talk about good sportsmanship when playing games. You can also discuss the importance of being honest when writing and reporting facts.



CUB SCOUT GAME SHOW

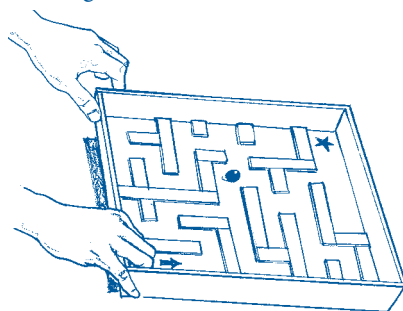
Materials: Poster or foam board for game board; index cards for answers and column headings

As a den, agree on the category names, or just use the category "General Cub Scouting." On index cards, print answers on one side; print point

values on the other side. Hook-and-loop squares or circles can be used to attach the cards to the board. Questions can be found in all the Cub Scouting handbooks or literature. Be sure to keep the questions age- and rank-appropriate. The den chief can act as the host, reading the questions and facilitating the game. Divide into teams or have multiple rounds so everyone gets to play. This can also be a great pack meeting game, or invite another den to participate with you.

MARBLE MAZE

Materials: Cardboard box such as a pizza box, small precut pieces of cardboard, glue, marble



Create a maze for marbles. By gluing pieces of cardboard to the bottom of a box, create a path with obstacles. Have a start and stop point on the outside edges. To play, place a marble in the starting spot and tilt the box back and forth to roll the marble to the exit.

A-MAZE YOUR CUB SCOUTS

Build a maze using cardboard boxes or tape on the floor. If the den is large enough, divide into groups, each making its own maze. Then try out each other's maze. Mazes built from boxes can be taken to the pack meeting and displayed.

DEN OR PACK FAMILY GAME NIGHT

Ask each Cub Scout to bring a favorite board or card game. Divide up the participants and have them rotate through the games. The boys will learn new games, and the parents will have an opportunity to meet each other.

We say that games are the sunny side of Cub Scouting. Skills that are learned include:

- Honesty
- Taking turns
- Standing in line
- Cheering each other
- Good sportsmanship

AMAZING WORD SEARCH

Find the following words:

GAMES	SEARCH
PUZZLES	MARKER
MAZE	WIN
BOARD	RULES
PLAY	GO

W	I	N	X	P	L	A	Y
H	S	E	L	U	R	O	R
D	C	F	E	Z	A	M	E
R	P	R	K	Z	U	L	K
A	G	E	A	L	E	E	R
O	G	A	M	E	S	I	A
B	O	D	Y	S	S	N	M

Take a personalized tour of the U.S.A. by the letters: Austin, Baton Rouge, and Cambridge to Xenia, York, and Zion. Our country contains an endless variety of scenic and historic places. What is special about these places? This month we'll find out by visiting historic places, theme parks, museums, and zoos. Choose a city or an historical site to highlight. Invite a guest speaker who can share something special about the places your Cub Scouts have picked to discover. Use maps or collect tourist brochures to learn more about places to visit. Your local historical society or public library is a great place to get started. Celebrate your blue and gold banquet with local foods from your choices of the ABCs and decorate to highlight your choices. This would be a good month to work on the Citizenship belt loop or pin or the Geography belt loop or pin.

PACK PLANNING

Now is the time to implement the plans for your blue and gold banquet. Put your committees into action so everyone will have a fun night with lots of discoveries about our country.

Setup Committee. This busy committee will unlock doors, set up seating and serving areas for the banquet, set up tables for displays, and work with the decorations committee to decorate the room.

Decorations Committee. This committee will set the mood for our "vacation" by collecting decorations made in den meetings and transporting them to the site. They will place tablecloths, centerpieces, and placemats appropriately and can provide a party favor (neckerchief slide, nut cup) if desired. The committee will set up display areas and hang up posters and other decorations.

Food Committee. This very important committee will coordinate the food needed for the pack. They will serve the food in a safe and efficient manner.

Program Committee. This committee keeps the place hopping by inviting special guests and speakers, helping to prepare and implement the preopening activity and recognition ceremony, providing background music, and helping the Cubmaster as needed with songs, icebreakers, etc.

Cleanup Committee. The cleanup committee sweeps and cleans so the pack meeting site looks better than it did before you came.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Good citizenship.** Exploring historic places in the United States will help boys develop an appreciation for our country and its history.
- **Character development.** Exploring new and interesting places gives boys new character-building experiences.

This theme is designed to promote character development by emphasizing these core values:

- **Citizenship.** Learning more about the U.S.A., its people, places, and cultures, helps boys understand the greatness and diversity of our country.
- **Courage.** Have you ever been nervous about going to new places or meeting new people? Familiarizing yourself with our country and its people will help you overcome these feelings.

MEMBERSHIP MOMENT

Invite families of Cub Scout-age boys who are not involved in Scouting and families of boys who will be Cub Scouts to the blue and gold banquet. Use this showcase event to get these boys and families excited about joining your pack.

Pack Meeting

BEFORE THE MEETING

Unlock the doors early so the setup and decorations committees can work their magic. Make sure the kitchen and serving space is accessible, safe, and clean. Add to the atmosphere by playing patriotic music in the background as people arrive.

GATHERING

Members of the program committee pass out crayons and explain the Do-It-Yourself Tablecloth activity to families as they enter (2 FEB). Show Cub Scouts and families where to place their

display items, and encourage them to enjoy the displays.

MAIN PART OF THE MEETING

Opening

The Cubmaster, den leader, or den chief leads the USA opening ceremony (2 FEB); or choose a different patriotic ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout offers the Our Country prayer (2 FEB).

Welcome and Introductions

The Cubmaster briefly and warmly welcomes Cub Scouts, families, and all special guests to a night of food and fun. Explain the blue and gold food service plan and invite everyone to enjoy their meals.

Icebreaker Song

Once families are generally finished with the meal, announce that it's time for everyone to join in a song. Have everyone stand and move along as the song leader leads "American ABC Rap" (2 FEB). Other choices are "America's for Me" or "The 12 Days of Vacation" (3 FEB).

Den Demonstrations

Denners from each den report on field trips and activities of the month. Dens with skits or songs to share are called forward for their presentation.

Games

Tell boys that this is a stretching evening. Stretch your legs as you run through the ABC Race (3 FEB). Stretch your mind as you try to find cities or states that fit in the American ABC Categories (3 FEB).

Recognition

Happily and proudly present awards with the Meaning of the Blue and Gold advancement ceremony (*Cub Scout Ceremonies for Dens and Packs*). Recognize leaders who have earned awards this year. Thank parents who have helped during the year with a thank-you card or small gift.

Announcements

Announce the date, time, and location of March's pack meeting. The theme will be "When I Grow Up." The topic may be introduced by a parade of

adults in costumes that imply certain vocations. Highlight upcoming items of interest such as training opportunities and camping opportunities.

Cubmaster's Minute

Inspire the group with the Character Cubmaster's Minute (3 FEB).

Closing

End the evening on a patriotic note with the Musical Closing ceremony (3 FEB); or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Cubmaster Corner

FAMILY INVOLVEMENT

The blue and gold banquet is one of the most popular pack nights of the year. This is a great time to encourage family involvement. Ask families to bring photos or souvenirs from places they have visited to use as displays. Throughout the evening, ask selected families to share briefly an experience they had visiting an American ABC. Be sure to ask in advance, and give a time limit of two to three minutes. (You don't want a travelogue or a video exhibit!)

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: DO-IT-YOURSELF TABLECLOTHS

Materials: Paper on a roll, crayons or markers; prizes, if desired

Cover tables with white butcher paper. Divide each table into four to six sections. At the center of each section, write a large alphabet letter. Challenge each table to come up with as many names of American towns, cities, states, counties, attractions, etc., as they can think of that begin with the letters on their table. They write their answers on the paper with crayons or markers. Prizes can be awarded for participation, longest list, most unique items, etc.

Variation: Make placemats with large alphabet letters in the center. Each individual can play as above.

MAP PUZZLES

Before the meeting, create map puzzles by gluing old maps to cardboard backing, then cutting them into puzzle pieces with a razor knife. Give each family a puzzle to put together.

OPENING CEREMONY: USA

Equipment: Cards (made of poster board) with large letters *U*, *S*, and *A* on

the fronts; corresponding phrases (see below) on the backs

Setup: Post the U.S. flag at the front of the room before the meeting. Three boys holding the cards are seated in a line at the front of the room with the cards on their laps.

NARRATOR: Our country's name expresses the principles that we hold sacred as citizens of the United States of America.

CUB SCOUT 1 (*stands and holds up card*): "U" is for united. We are a country of citizens united under one government and dedicated to the cause of freedom and peace.

CUB SCOUT 2 (*stands and holds up card*): "S" is for states. Our country is a union of 50 states. We are proud of our individual histories, but we come together to defend what is right.

CUB SCOUT 3 (*stands and holds up card*): "A" is for America—a land of promise filled with opportunity and beauty. America is a patchwork quilt of cultures and a stronghold of religious liberty.

NARRATOR: Would the audience please stand and join us as we recite the Pledge of Allegiance.

PRAYER: OUR COUNTRY

As we gather together as a pack family, we are thankful for the beauty of our country and the freedoms we enjoy. Help us to keep our country strong.

ICEBREAKER: AMERICAN ABC RAP

Do this as a repeat-after-me with a rhythmic chant.

Albuquerque, Baltimore,
Chattanooga, Denver;
Eugene, Flagstaff, and Gastonia;
A, B, C, D, E, F, G;
American, American
A-B-Cs!
Honolulu, Irving, and Juneau;
Kansas City, Lansing, Manchester;
New Orleans, Omaha, Pensacola;
H, I, J, K, L, M, N, O, P;
American, American
A-B-Cs!
Quincy, Reno, San Francisco;
Trenton, Utica, and Vancouver;
Wheeling, Xenia, Yorktown, Zion;
Q, R, S, T, U, V,
W, X, Y, and Z!
American, American
A-B-Cs!

SONGS

America's for Me

Tune: Do, Re, Me
America, so far and wide,
America is so much fun.
It's the place where I can hike,
Ride my bike, and play and run.
Many places I can see;
Places I just love to be;
I feel safe and I feel free,
Because America's for me!

The 12 Days of Vacation

Tune: Twelve Days of Christmas
On the first day of vacation,
My family went to see
Barges on the Miss-is-sip-pi!
2nd—the Gateway Arch
3rd—California Redwoods
4th—Mount Rushmore
5th—Five Great Lakes
6th—Empire State Building
7th—Seattle's Space Needle
8th—Yellowstone Park
9th—Mount McKinley
10th—Liberty Bell
11th—Grand Canyon
12th—O-kee-fen-o-kee

GAMES

ABC Race

Materials: For each player, one soda straw and one large letter (A, B, C, etc.) cut from tissue paper

Give each player a straw and a letter. Divide the players into teams and line each team up in a single-file relay line. The first player in each line draws his breath through the straw to hold the letter against the end of the straw. Then he runs to a goal line and deposits the letter on a chair or the floor. He runs back and tags the next player. The first team to get all its letters to the finish line is the winner. If a letter is dropped en route, the player must stop and pick it up using the suction method—no hands!

American ABC Categories

This can be done as an after-the-meal table activity.

Players sit in a circle. Establish a rhythm by slapping legs, clapping hands, and then snapping fingers two times. Players may speak only when fingers are being snapped. The leader begins the game as everyone slaps, claps, and snaps by saying:

Slap, clap, snap "American" *snap*

Slap, clap, snap "ABCs" *snap*

Slap, clap, snap "D" *snap*

Slap, clap, snap "Denver" *snap*

The person to the left of the leader then names (on the next snap) a state, county, city, village, or landmark that begins with *D*. Continue until an answer is repeated or a player cannot think of a locale starting with that letter. The person to the left of that player then becomes the leader and names a new letter.

Statue of Liberty Tag

Show boys a picture of the Statue of Liberty. Divide boys into teams and split the teams in half. Place half of each team on opposite sides of the room. The first boy on the first side throws a beanbag to his first teammate on the other side, who holds the bag upright in a Statue of Liberty stance until the thrower has run up and tagged him. Then he in turn throws the bag to the second player on his team on the other side of the room, who holds the bag in the Statue of Liberty stance until he is tagged, etc., until all have had a turn. The thrower moves to the end of the line after he has tagged his teammate. The first team with players in reversed position wins.

CUBMASTER'S MINUTE: CHARACTER

Abraham Lincoln said: "Character is like a tree, and reputation like its shadow. The shadow is what we think of it, the tree is the real thing." Are you strong and rooted like the tree, or are you movable and changing like the shadow? All the things you learn as a Cub Scout help you to be strong and rooted like the tree so you can have good character and be the real thing.

CLOSING CEREMONY: A QUESTION

CUBMASTER: I asked myself a question. "What does it mean to be an American?" Being an American means I have a multitude of freedoms:

CUB SCOUT 1: Freedom to think and to say what I think.

CUB SCOUT 2: Freedom to worship as I please.

CUB SCOUT 3: Freedom to move ahead.

CUB SCOUT 4: Freedom to try, and freedom to fail.

CUB SCOUT 5: Freedom to stand up straight and look the world in the eye.

CUB SCOUT 6: Freedom from want and freedom from fear.

CUBMASTER: These freedoms are not my doing. They were here long before I was born. Our forebears fought to win them. We have four guarantees that they will remain: the Declaration of Independence, the Constitution, our fellow Americans, and me. No one could ask for more.

CLOSING CEREMONY: MUSICAL CLOSING

Personnel: Color guard, song leader, person to play the music/recording

Material: Patriotic song recording, something to play it on

Choose a favorite patriotic song such as "America," "America the Beautiful," or "God Bless America." Lead the group in singing the song as the flag is retrieved.

CHEERS

Blue and Gold Cheer. Divide the room in half. When you point to one half, they yell "Blue." When you point to the other half, they yell "Gold." When you point up, everyone stands and yells "Cub Scouts." Keep pointing side to side, increasing the tempo until you reach the big finish with "Cub Scouts."

My Home. Insert the name of your town or state in the blank. Do the lines together, or do four separate cheers.

Wherever I roam, ___ is my home!

Wherever I rest, ___ is the best!

From coast to coast, ___ is the most!

From east to west, ___ is the best!

RUN-ONS

I just visited a state that has 2,000 pounds of dirty laundry. It's called *Washing-ton*.

My family is going to the smartest state in the country—Alabama. It's so smart it has four A's and one B!

CUB SCOUT 1: Thank you for the tour of this great city. Have you lived here all your life?

CUB SCOUT 2: Not yet!

Knock, knock.

Who's there?

Wooden shoe.

Wooden shoe who?

Wooden shoe like to visit _____?

CUB SCOUT 1: Why aren't you going to the blue and gold banquet?

CUB SCOUT 2: Well, the invitation said 5 to 7, but I'm 10.

CUB SCOUT 1: What is the definition of *vacation*?

CUB SCOUT 2: It's when you spend thousands of dollars to see what rain looks like in another part of the country!

Blue and Gold Banquet

- Be sure your chartered organization representative is invited to your blue and gold banquet.
- The committee will want to communicate all food and beverage plans to the pack members.
- A contribution to the World Friendship Fund can be taken during the

banquet to help supply Scouting aid to countries establishing a Scouting presence.

- See the *Cub Scout Leader How-To Book* for ideas to recognize the adult leadership of the pack.

February Pack Program Page: American ABCs

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Geography. Boys can earn the Geography belt loop and pin as they learn about scenic and historic places throughout our country.

Cub Scout Sports

Roller Skating. If your Cub Scouts aren't into outdoor winter sports, then earning the Roller Skating belt loop and pin would be a fun activity for them.

FAMILY ACTIVITY

Citizenship is enjoying the rights and participating in the responsibilities that you have in your country. Patriotism is the willingness to preserve, protect, defend, and respect those rights and responsibilities. Being a good citizen is part of being patriotic. Parents can work on the "Learning Through Fun and Adventure—Being Patriotic" section of *Cub Scouting's BSA Family Activity Book* while earning the BSA Family Award. Sing a song; visit a historic site—all fun for the family.

DID YOU KNOW?

Tour Permits

This is a good time to remind all leaders about the BSA policies for trips and outings and tour permits. To receive an approved tour permit for your outing or activity, "at least one registered adult who has completed BSA Youth Protection training must be present at all events and activities that require a tour permit" (Local Tour Permit Application, No. 34426).

GOOD TURN FOR AMERICA

Food banks are at a low this time of year, having been through the holidays. A pack food drive could help.



Remind all Cub Scouts and their families that your pack will do a canned-food drive for the pack meeting this month. Be sure to record your service hours at www.goodturnforamerica.org.

BSA RESOURCES HIGHLIGHT

Cub Scout Leader How-To Book (No. 33832). Review this book for everything related to providing a fun banquet, exciting derbies, and unique activities. There's even

a chapter devoted to organizing your pack campout. Once you explore this resource, you'll use it again and again.



PACK LEADERS' PLANNING MEETING

Pack leaders meet about one week before the pack meeting to review final details for this month's meeting and to review plans for March's meeting.

Evaluate January's pack meeting.

Verify plans for this month's activities. Make sure all needed materials will be available and that people with assignments will be available to fulfill their responsibilities. Make sure all the reservations for the blue and gold banquet are settled, and that they are communicated to the members.

Take time during the planning meeting to review the policies in chapter 8 of the *Cub Scout Leader Book*. There are helpful hints for planning den and pack excursions in chapter 32 of the book.

Plan March's pack meeting and make assignments. The theme is "When I Grow Up," making it a good month to hold your pack's Space Derby. Be sure a space derby track is reserved and confirmed as quickly as possible.

The pack trainer conducts Unit Leadership Enhancement No. 4, Cub Scout Camping. Review the many camping opportunities that are available for Cub Scouts in your district and council. The *Cub Scout Leader Book* has guidelines to lead this discussion. Choose a topic for next month.

LOOKING AHEAD

Share information about local summer day camps and resident camps, events that will help meet requirements for the National Summertime Pack Award for your pack, as well as the Cub Scout Outdoor Activity Award for individual Scouts. Review the current requirements to ensure that all boys have a chance to earn these awards.

PACK TRAINER HIGHLIGHT

Find out when Youth Protection, Health and Safety, Safety Afloat, and Safe Swim Defense are being offered and inform your pack leaders so they can be properly trained for your summer activities. Youth Protection, Safe Swim Defense, and Safety Afloat may be completed online at <http://olc.scouting.org>. Review the tally of training for all leaders and suggest additional training opportunities.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Go outside and watch the weather (*Achievement 5F*).

Wolf Cub Scouts. Go fishing; in colder climates, go ice fishing (*Electives 19b-c*).

Bear Cub Scouts. Visit an historical place of interest in or near your town or city (*Achievement 3d*).

Webelos Scouts. Take a trip to a place that interests you by car, bus, boat, train, or airplane.

American ABCs: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.				
BEFORE THE MEETING STARTS	Have an atlas and maps of your state. Have supplies for the U.S. State Decorations (6 FEB).	Have supplies to make the Patriotic Surprise (<i>Elective 25</i>) and American ABC place cards (6 FEB)..	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Play Find an ABC (6 FEB).	Make place cards for the blue and gold banquet (10 FEB).	Take a Go See It to a train station (<i>Elective 41</i>) OR Take a Go See It to a bus station, airport, or boat dock. At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	Participate in the monthly pack meeting by sharing information about the den's Go See It. Tiger Cubs and adult partners sign the thank-you note.
OPENING	Sing "America" (<i>Cub Scout Songbook</i>).	Have a U.S. flag in place. Boys march in and circle around the flag, salute, and say the Pledge of Allegiance.		
SHARE	Share information about the pack meeting and the birthday of Cub Scouting. Ask Tiger Cubs to share ways their family celebrates (<i>Elective 1</i>).	Lead the Citizenship Character Connection (6 FEB).		
DISCOVER	Make United States decorations for the blue and gold banquet tables (<i>Elective 2</i>).	Make Patriotic Surprise (<i>Elective 25</i>). Play Tiger in the Cage (6 FEB).		
SEARCH	Lead a discussion on the geography of the United States and how people travel from state to state. Ask Tiger Cubs what they would like to visit of available destinations in your area.	Finalize the plans for the Go See It for next week.		
CLOSING	Form a line in front of the flag. Each boy in turn steps forward and salutes the flag. Get the name of each family member or guest who will be attending the banquet.	Give the den yell.		
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Tiger Cub Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.				

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Electives 1, 2, 25, 41.

ABC ... one, two, three ... America's the best for you and me. A month of planning for decorations for the blue and gold banquet always makes for fun as the birthday party for Scouting draws near. Boys will explore the ABCs of cities and states of our country. At home, Tiger Cubs will enjoy learning about family interactions and conversations by doing *Achievement 4F* at home and helping in the kitchen (*Elective 24*). Follow this with learning about dental care (*Elective 46*), and Tiger Cubs will be set for good health to come.

U.S. STATE DECORATIONS

Materials: Empty cottage cheese or sour cream cartons, construction paper, craft foam sheets, glue pens (or glue and loose glitter)

Draw or copy the outline of your state (or a state of your choosing) on a craft foam sheet (approximately 2 inches wide). Make a total of three cutouts.



Turn a cottage cheese carton upside down so the open top is on the surface of the table. Cut a strip of construction paper wide enough to wrap around the outside of the carton. A regular cottage cheese carton will use a strip of paper 3 inches by 12 inches. Write the name of your state in glitter glue; include the year it became a state of the union. Glue in place around the outside surface of the carton.

On the top of the carton (the top as it is now), glue all three state cutouts so that they form a triangle and sit edge to edge.

GAMES

Find an ABC

Materials: Maps, atlas, reference books

Have Tiger Cubs and their adult partners use the maps and atlas to locate a city or stream that starts with the letter the den leader shouts out.

Tiger in the Cage

A good outdoor game!

All players except one form a tight circle by holding hands. The extra player is the tiger, who stands inside the circle. The tiger tries to get out of the circle

by dodging under the players' arms or by forcing his way out with his body. He may not punch or use his hands to break the grip of players in the circle. When he does break through, the others try to tag him. The successful chaser becomes the next tiger in the cage.

POSTMARK COLLECTION

Have Tiger Cubs save postmarks from their household mail and bring them to the den meeting each week. Glue the postmarks onto sheets of construction paper, one sheet for each letter of the alphabet. See how many different places the den can collect. Display the collection at the blue and gold banquet.

CHARACTER CONNECTION: CITIZENSHIP

- We are all citizens of the United States of America. What do you think that means? ... You're right, it means that we help our country, we help other people in our country, and we respect the flag. (*Have adult partners share their thoughts about citizenship.*)
- How do you think we can show that we are good citizens? What are some things you've seen other people do to show good citizenship?
- Can you do any of those things in the week ahead?



PLACEMAT

Materials: Construction paper, glue, pictures, clear adhesive paper

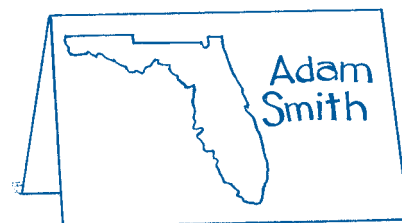


Boys cut out pictures of states' scenery, the countryside, or landmarks and glue to construction paper. Cover with clear contact paper to make waterproof for service as a banquet placemat.

AMERICAN ABCs PLACE CARDS

Materials: Tagboard or cardstock

Create place cards for all family members who will attend the pack's blue and gold banquet.



Draw the shape of the state the boys are studying on the front lower half of a 3-by-5-inch card turned sideways. Add the person's name. Fold the card in half and place on the table in front of each person's location for the banquet.

SONG: ACROSS THE USA

Tune: Row, Row, Row Your Boat
May be sung as a round.

All across the USA,
Everywhere you go,
Cub Scouts always do their best,
As Akela they follow.

American ABCs: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for the banquet invitations. Have U.S. flag. Print out a copy of the "Which State" activity for each boy (8 FEB).	Have several U.S. flags that are not on poles. Have supplies for napkin rings (8 FEB).	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials to make Apple Pie Snacks (8 FEB).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Do the American ABCs "Which State" activity. On a nice day, this can be done outside to start the meeting.	Collect permission slips. Den chief and assistant den leader demonstrate how to fold the flag (<i>Achievement 2g</i>).	Collect permission slips.	Boys sign thank-you note or card. Boys start the apple pies.
OPENING	Stand in a square formation around the flag pole. Follow the illustration for the second ceremony in <i>Achievement 2b</i> .	Any boy who has not led a flag ceremony takes the lead for the opening. Follow with roll call in which each boy tries to name a state that starts with the same letter (or sound) as his first name.	Remind boys that the history of your community is precious and that they should not touch objects or wander off pathways.	Denner leads the Cub Scout Promise
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Give the answers to the ABCs activity. Discuss the American ABCs theme and the blue and gold banquet plans. Explain that each boy should learn about your state flag and will be invited to share during the next den meetings.	Boys share information about your state flag (<i>Achievement 2d</i>).	Visit a local site that is important in the history of your community and state (<i>Achievement 4f</i>).	Practice how to fold the flag for the demonstration at the pack meeting. Any boy who has not yet done so shares what he learned about the state flag (<i>Achievement 2d</i>).
ACTIVITY	Prepare invitations for the blue and gold banquet (8 FEB).	Make napkin rings (8 FEB).	At the end of the trip, lead a reflecting discussion with boys about their outing.	While folding the flag and sharing about the state flag, bake pies. Wash hands, denner leads a prayer, eat, and enjoy!
CLOSING	Form a straight line and conduct the den yell. Send home permission slips for outing on THIRD WEEK.	Have a moment of respect for those service people who have fought to keep our country of ABCs safe and secure.		Cub Scouts say the Law of the Pack.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 2g, 4f; Elective 12e.

Blue and gold ... red, white, and blue ... What is it about colors that makes us take notice? This month all colors will be important as Cub Scouts prepare for the blue and gold celebration of the birthday of Scouting while learning about the unique features of the states of our country. Creating invitations will involve learning how to make and use a stencil. Give these invitations to family, friends, teachers, and other local people who would enjoy finding out more about the pack. The trip this month will be to visit a site in your area that is involved in its history.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 4f*, Know Your Home and Community: A quick review of the tasks to do when leaving the home is always a good activity.
- *Achievement 8c*, Cooking and Eating: Your area of the country may have specialty dishes or famous regional fare. Take this opportunity to share that information with the Cub Scouts.
- *Elective 12f*, Be an Artist: Cub Scouts can make a poster to display and add to the fun at the blue and gold banquet.

BANQUET INVITATIONS

(Elective 12e)

Materials: Thick paper such as cardstock (or a 3-by-5-inch index card), map of your state or the United States (smaller than 3 by 5 inches), copy paper or tracing paper (or tissue paper such as that used for wrapping gifts), construction paper

Create a stencil: Boys choose a state of the United States (or use the entire map). Draw a freehand outline of the state, use tracing paper to trace from a map or book, or produce a computer-printed outline. Cut around the state's outline.

Place that cutout piece of paper onto a 3-by-5-inch card and trace around the outline. Cut out from the inside of the tracing. This leaves "negative space." Place the 3-by-5-inch card onto the construction paper to be used for the outside of the invitation. Paint or color through the "hole" in the card. You have created and used a stencil!

When the cover is dry, finish the invitation by writing the details about the blue and gold banquet inside the folded construction paper.

BIRTHDAYS

We celebrate the birthday of Scouting this month. In February we also celebrate the birthdays of Presidents Washington and Lincoln. Be sure to make a note of the birthday of every boy in your den. To an 8-year-old, this is an important date; you will want to recognize this milestone. Don't miss a chance to make him feel special.

AMERICAN ABCS "WHICH STATE"

Materials: Have a handout for each boy as follows.

You may reproduce or provide a U.S. map for easy reference; or ask boys to fill in the blanks, and then provide maps when they have answered as many as they know.

1. Name a state that begins with A. _____
2. What is the state at the top on the right? (northeast) _____
3. Name a state next to a lake. _____
4. Name a state that is almost square. _____
5. What is a state with a river in it? _____
6. Name a state that has a North and a South. _____
7. Name a state that begins with C. _____
8. Name a state that begins with New. _____
9. Find a state that begins with W. _____

Possible answers:

1. Alabama, Arizona, Arkansas
2. Maine
3. Minnesota, Wisconsin, Michigan, Ohio, Pennsylvania, New York
4. Wyoming, Colorado, New Mexico, etc.
5. All states have rivers.
6. North and South Carolina, North and South Dakota
7. California, Colorado, Connecticut
8. New Mexico, New Jersey, New York, New Hampshire
9. Washington, Wyoming, Wisconsin, West Virginia

APPLE PIE SNACKS

Materials: Frozen pie dough, canned apple pie mix, cooking spray; cupcake tins
Spray cupcake tins with cooking spray. Unroll the pie dough and cut into

circles 4 inches and 2 inches in diameter. Boys tap the 4-inch circles of dough into the cupcake tins. Add several tablespoons of filling. Place a 2-inch circle of dough on top of the filling.

To personalize, boys may poke vent holes in the top in different shapes, or forming their initials, before baking the pies.

Bake at 375 degrees, 10 to 15 minutes, until golden brown.

GAME: AMERICAN ABCS RELAY

This game will benefit from the den chief and assistant den leader working together to ensure there are no repeats.

Divide the den into two teams. The first boy on each team runs from the mutual starting line to the den chief. There he touches the den chief and shouts out the name of a state. When the den chief nods, he returns to the starting line and tags the next boy in line. Each boy must name a state not already called. The first team to be finished wins.

AMERICAN PRAYER

Dear God, thank you for America, where we can enjoy Cub Scouting and our den. Amen.

NAPKIN RINGS

Cut 1-inch rings from empty paper towel or tissue paper rolls. Cover each ring with construction paper. Put an appropriate design on the ring such as the state outline, the state flag, or the U.S. flag.

American ABCs: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have U.S. flag and index cards for activity. Have rope, tape player, and music for Crossing the Mississippi. Make copies of state shapes; have supplies for State Neck-erchief Slide (10 FEB).	Have U.S. flag and posters for America the Beautiful opening. Have copies of Travel the USA and materi-als for American Heritage Scrapbook (10 FEB).	Call the destination of your outing to confirm arrange-ments, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for American Heritage game, ingredients for ABC Pancakes (10 FEB), and U.S. flag.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Play Crossing the Mississippi (10 FEB).	Boys work on Travel the USA (10 FEB).	Collect permission slips.	Boys sign thank-you note or card. Play American Heritage (10 FEB).
OPENING	Boys form a horseshoe; the den chief leads the Pledge of Allegiance.	Conduct America the Beautiful opening.		Boys form a Living Circle and say the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the pack meeting activities this month and how the den would like to contribute. Choose a state the den would like to high-light. Show the United States map and point out your state (<i>Elective 23</i>).	Have the boys put together an American Heritage scrapbook. Ask each boy to write what he thinks makes America special, to include in the den's scrapbook.	Take a field trip to a local place of historical interest (<i>Achievement 3d</i>). At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice the den contribu-tion for the blue and gold banquet.
ACTIVITY	Make State Neckerchief Slides (10 FEB). Play American ABCs (10 FEB).	Make blue and gold banquet invitations (10 FEB).		Make ABC Pancakes. Use your favorite pancake recipe; pour batter onto a hot grid-dle in the shape of letters or the country or state.
CLOSING	Boys form a Living Circle and say the Law of the Pack. Send home permission slips for outing on THIRD WEEK.	Have the den perform the grand howl in honor of the assistant den leader.		Boys face the U.S. flag. In turn, they step forward, salute, and step back. Then ask them to observe a moment of respect.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advance-ment report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 3d; Electives 23a, 23b.

North, South, East, West—USA is the very best. This month the den can “travel” across the United States. Cub Scouts will learn about other states and areas through maps, games, and foods. Use a large map of the United States and do activities from *Elective 23* as the boys find their city and state on the map.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 3, What Makes America Special:* As Cub Scouts investigate and discover interesting things about states, they discover another thing that makes our country special.
- *Elective 2f, Weather:* Watching the daily weather report on TV will help give boys a sense of U.S. geography.
- *Elective 23, Maps:* Boys discover this month where their place in the country is and what makes it special.

GAMES

Crossing the Mississippi

Materials: Two 10-foot pieces of string or rope, a tape player, and music

Use the string to form the winding banks of a river about 3 feet wide. Tell the boys that when the music starts they are to “wade” across the river back and forth until the music stops. When it stops, anyone who is in the river must sit out for two turns. They must also mark down each time they get caught in the river. The boy who gets caught the least is the winner.

American ABCs

Write the alphabet on index cards, one letter per card. Shuffle them well. Divide the den into teams. Provide each team with a U.S. map. The leader reads a letter on an index card; each boy looks for a place on the map whose name starts with that letter.

American Heritage

Make posters of well-known buildings or symbols and put them up around the room. Number each poster. Give each player a piece of paper that has all of the poster numbers. Ask players to identify each poster and write the proper name by its corresponding number on the sheet of paper.

Suggestions: American flag, White House, Lincoln Memorial, Statue of Liberty, Mt. Rushmore, etc.

What State Are You?

Hang a sign in the meeting room that says “What State Are You?” Prepare at least 21 3-by-5-inch cards with the name of a state on each one. The boys are given a choice of three cards as they arrive. They choose one of the three and represent that state.

To play: The boy with the card gives hints to the other boys about what state he represents. The boy who guesses correctly gets to go next.

STATE NECKERCHIEF SLIDE

Using sheets of craft foam, cut out the shape of the state the boys are investigating. Attach a ring of foam to the back for the neckerchief to slide through.

OPENING: AMERICA THE BEAUTIFUL

Prepare signs with pictures or letters (or both), as follows:

A	and/or	Photo of a field of grain waving in the wind
M	and/or	Photo of a mountain
E	and/or	A newspaper
R	and/or	Photo of plains
I	and/or	Photo of George Washington, Abraham Lincoln, or John F. Kennedy
C	and/or	Photo of people in a city
A	and/or	Photo of a pretty scene that is clearly American

On the back of each sign, put the words that the boys read aloud:

A is for Amber waves of grain.

M is for Mountains majestic.

E is for Everyone's freedom.

R is for Rich, fertile plains.

I is for “I love my country.”

C is for the Country of the free.

A is for America the beautiful.

Ask the audience to join in singing “America, the Beautiful.”

AMERICAN HERITAGE SCRAPBOOK

(*Achievement 3a*)



Decorate the cover of a large logbook or scrapbook. Have each boy write what he thinks makes America special. Include photos of den trips, the boys' essays on “What Makes America Special,” post-cards, or other mementos showing America's beauty or historic events.

TRAVEL THE USA

Unscramble these words that you might encounter when traveling across the U.S.A.

DARGN ONACYN	ONELOWSELYT
YESMOETI	NADYDLESNI
LOODYHOLW	ASL GAVSE
NNAITOGSWH CD	CROYK TUMAONINS
TAERG SKAESL	WAIHAI
RIANAGA LALSF	NTOMU MHOUSRER

Answers: Grand Canyon, Yellowstone, Yosemite, Disneyland, Hollywood, Las Vegas, Washington DC, Rocky Mountains, Great Lakes, Hawaii, Niagara Falls, Mount Rushmore

BLUE AND GOLD BANQUET INVITATION

Print out the location, time, and responsibilities information to share with parents. Add to a folded-over piece of paper with a drawing by boys of a state or the outline of the United States.

SNACK: ABC PANCAKES

Use your favorite pancake recipe. Pour batter onto a hot griddle in the shape of letters or the country or states.

This month, explore career possibilities of the 21st century. Host a pack career fair, inviting several adults to share what they do for a living and how these career opportunities might change as boys grow up and technology advances. Discover how having a positive attitude is essential in reaching career goals. Den meeting plans could include field trips to learn about different occupations of interest to the boys and playing games centered on different jobs. This would be a good month to work on any of the Cub Scout Academics and Sports belt loops and pins—let the boys vote on the one that fits best with what they want to be when they grow up. For those future astronauts, this month is a perfect time for a space derby.

PACK PLANNING

The future for Cub Scouts is what the pack meeting is all about this month. The fair provides information about future careers, and the space derby provides fast-action fun. Appoint the following committees for a well-planned event:

Decorations Committee. Create a festive atmosphere featuring pictures of career possibilities for boys when they grow up. Set up an exhibit area for the dens and any guests.

Recognitions Committee. Be sure to have awards to be presented ready for the ceremonies.

Program Committee. Contact parents in the pack about careers that might interest the boys. Have parents talk about their careers during the pack meeting, or set up tables as a career fair for the boys to learn about each. A space derby will provide great fun; the career fair will provide good diversion for those who are waiting their turn to run the race.

Cleanup Committee. Remember to leave nothing behind but memories.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Personal achievement.** As boys think about their individual talents and interests, they can look forward to how their personal achievements will create a future.
- **Family understanding.** What adults in the family do for careers helps shape the experiences and knowledge of boys.

This theme is designed to promote character development by emphasizing these core values:

- **Positive Attitude.** A positive attitude helps boys achieve goals. Being positive helps boys be who they can be.
- **Honesty.** Exploring what the future may bring for boys will encourage them to explore the consequences in their lives of honesty in their everyday activities.

MEMBERSHIP MOMENT

Conduct a career fair, perhaps in conjunction with your pack meeting, for local people to speak about the different career opportunities that lie ahead for our youth. Invite your speakers to bring displays, demonstrations, and computer presentations. Advertise in your community and encourage each boy to bring a friend. Or have boys invite a friend to this month's space derby. Have some premade rockets for guests and a special race for them, complete with awards.

Pack Meeting

BEFORE THE MEETING

Setting up for the space derby will require extra time and effort. Be sure the area is cordoned off to allow plenty of room for running the derby, with the onlookers a safe distance away but easily able to see the action.

The decorations committee will set up exhibit tables and coordinate any special needs for guests. The career fair should feature a variety of presenters and lots of objects that boys can safely handle and explore up close and personal.

GATHERING

Greeters may be dressed in various costumes to model career possibilities for boys. As families arrive, give them

the Famous Scouts Match Game (2 MAR).

MAIN PART OF THE MEETING

Opening

Conduct the Building America opening. A different ceremony may be chosen from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout steps forward to lead the Abilities prayer (2 MAR).

Icebreaker

Give the answers to the Famous Scouts Match Game (2 MAR). Emphasize that these are people who went on

from their time in Scouting to be effective leaders. Stress that Cub Scouts have the potential to do the same.

Welcome and Introductions

The Cubmaster welcomes families and introduces guests.

Recognition

Use the Prepared for Success advancement ceremony (3 MAR).

Den Demonstrations

The space derby held this month offers lots of fun for future astronauts, engineers, and scientists. Tables for boys to explore different careers and occupations will provide a fun diversion while waiting for the derby action.

2 0 0 8 – 2 0 0 9 Program Planning Insert

This special insert is provided to help your pack with its annual Program Planning conference. These pages are designed to be pulled out so that, as you proceed in your planning, pack leaders can readily compare the planning chart with suggested program ideas for each of the monthly themes.

PROGRAM PLANNING

The pack committee is responsible for ensuring that the pack operates a top-quality, year-round program. The quality of the program will depend largely on the pack committee supporting the Cubmaster, pack trainer, Tiger Cub den leaders, Cub Scout den leaders, and Webelos den leaders as needed.

Cub Scout program planning involves two main steps:

- Conducting an annual pack program planning conference.
- Conducting monthly pack leaders' meetings, which include monthly meetings of Cub Scout den leaders and Webelos den leaders with their den chiefs.

THE ANNUAL PROGRAM PLANNING CONFERENCE

The annual program planning conference is a gathering of pack leaders to establish the year's program based on 12 monthly Cub Scout themes, Webelos activity badges, and pack activities. Numerous special events are available to complement your unit's program. Be sure to consider district, council, and community events in your planning. Use the Pack Program Planning Chart, pages 4–5 INSERT, as a worksheet for planning. A large wall chart version can serve as a display at pack meetings and events (No. 26-004). While planning, keep in mind that Cub Scouting is a year-round program.

The annual program planning conference is conducted by the pack committee chair with assistance from the Cubmaster. All den and pack leaders, den chiefs, and interested parents should be encouraged to attend. The conference is usually held in the summer before the start of a new program year. If you haven't already done your planning, start now.

Most packs establish goals for the year, such as

- Earn the 2008 Centennial Unit Award.
- Have all dens achieve the National Den Award.
- Serve more youth than the previous year.
- Have all leaders complete basic training for their position.

THE MONTHLY PACK LEADERS' MEETING

The monthly pack leader's meeting provides the opportunity to finalize plans for the current month's pack meeting and plan in detail den and pack meetings for the next month. The *Cub Scout Leader Book* gives details on planning and conducting the monthly pack leaders' meeting.

The pack leaders' meeting is usually held one or two weeks before the current month's pack meeting. The meeting is divided into four parts:

Den Plans

Plans for the current month's den and pack meeting activities are reviewed. The next month's theme, Webelos activity badges, and the participation of all dens in the pack meeting are discussed.

Pack Plans

Den advancement reports and other recognition needs are submitted. Pack dues and money-earning project collections are turned in to the treasurer. The committee chairman reports on action items, referring to activities/events chairmen when necessary. A final check is made on all details for the current month's pack meeting.

Unit Leadership Enhancements

As part of the continuing education of Cub Scout leaders, Unit Leadership Enhancements are short training discussions intended to better equip pack leaders to conduct a quality program. The *Cub Scout Leader Book* provides a series of outlines on possible topics, from advancement to youth protection. You should choose monthly Unit Leadership Enhancement topics based on your pack's needs.

Social

Besides providing a time for fellowship and refreshments, this social component of the meeting builds teamwork and should not be overlooked. The business portion of the meeting should end in sufficient time for everyone to be able to participate in the social element.

PACK MEETINGS

The Cubmaster is responsible for leading the pack meeting, which is planned at the pack leaders' meeting and conducted with the support of other leaders. Den leadership is responsible for the den during the pack meeting. Each den should share in the responsibility for some aspect of the pack meeting, such as making physical arrangements, providing greeters, or taking part in the pack program. The den leadership acts as hosts for den families.

The success of a pack meeting depends on careful planning, the involvement of many individuals, meaningful advancement and recognition ceremonies, fun, and a lively pace. Pack meeting outlines for each theme are provided in *Cub Scout Program Helps*. Use the Pack Program Planning Chart (pages 4–5 INSERT) in developing your pack meeting agenda. *Scouting* magazine, *Boys' Life*, and Cub Scout leader roundtables are valuable tools for planning quality pack meetings.

ADVANCEMENT

Each Cub Scout should have ample opportunity for advancement. Parents approve work for Tiger Cubs and Cub Scouts, whereas the Webelos den leader approves most work for Webelos Scouts. Den leadership can encourage advancement by having boys begin work on requirements during the den meetings.

Remember that advancement is not a purpose of Cub Scouting, but a method. It is an ongoing process designed to help boys achieve Scouting's aims of character development, citizenship training, and personal fitness.

Special Pack Activities

In addition to weekly den and monthly pack meetings, you will need to determine in which pack, district, and council activities or events your pack or den will participate. Examples are Scouting shows, derbies, pack money-earning projects, Scouting Anniversary Week activities, and community service projects.

Many special activities can be used to compliment the varied themes. Some examples are:

Pinewood Derby races: Pinewood cars are created by boys and run down a track during this exciting pack meeting.

Kite Derby: Boys create and fly kites during a fun-filled summertime pack event.

Space Derby: A rocketship is detailed by Cub Scouts and races are run across a mid-air track.

Details and hints for organizing and conducting these special events are found in the *Cub Scout Leader Book* and *Cub Scout Leader How-To Book*.

Your pack can put the “outing” into Scouting with camping events scheduled during the annual planning conference. These camping experiences might include pack overnights, day camp, resident camp, or council-organized family camping. BALOO training (Basic Adult Leader Outdoor Orientation) will provide the adult in charge of pack overnights the know-how to create a fun and safe first camping experience for many families.

All planned activities should support the purposes of Cub Scouting and complement your pack’s program. These activities demonstrate to youth and parents that they are involved in a program that is larger than their pack. Make sure careful thought and planning are given to special activities to ensure that the needs of the boys and the pack are being met and that activities are age-appropriate.

DEN LEADER/DEN CHIEF MEETINGS

This informal meeting is usually held as part of the pack leaders’ meeting for the purpose of evaluating how the den meetings are going and to go over plans for the next month’s den meeting. They also are designed to:

- Share information on den and pack plans.

- Make assignments.

- Coach den chiefs in skills or activities.

- Coach den chiefs in dealing with problems, such as lagging advancement, behavior problems, etc.

- Answer any questions den chiefs may have.

TIGER CUBS

Tiger Cubs is an exciting program of the Boy Scouts of America for boys in the first grade (or those who are 7 years old) and their adult partners. It is suggested that the Tiger Cub monthly den program consist of two den meetings and a Go See It activity as well as attending and participating in the monthly pack meeting. The den meeting should be based on the concept of, “search, discover, share.” Between den meetings throughout the month, the Tiger Cub and his adult partner work together at home on family activities.

DEN PROGRAM

The Cubmaster and/or pack trainer works with the den leaders to develop den meeting programs.

Cub Scout Program Helps provides theme-related den meetings each month for Tiger Cub, Wolf, and Bear dens. The *Webelos Leader Guide* likewise provides monthly den meeting plans for each of the Webelos activity badges. These program guides can be adapted to meet the needs of the den.

In planning the den program, the den leader uses the basic outline developed at the monthly pack leaders’ meeting and the outlines in *Cub Scout Program Helps* or the *Webelos Leader Guide*, considers other resources, and completes Den Meeting Program sheet found in the *Cub Scout Leader Book* for the specific program area.

OTHER IMPORTANT PROGRAM ELEMENTS

Leadership Training

All Cub Scout leaders need training to help them understand the aims and purposes of the Scouting program, to learn Cub Scout skills, and to learn how to plan an effective Cub Scout program. The leadership training program of the Boy Scouts of America provides this information and helps leaders become confident in carrying out their responsibilities.

Religious Emblems

Most of the major religious organizations in the United States have programs to recognize Cub Scouts who demonstrate faith, observe their creeds or principles, and give service. Religious emblems are not Scouting awards; they are presented by religious groups to boys who work with their religious leaders or counselors on a program or requirements that often take a year or more to complete. A list of religious emblems available to Tiger Cubs, Cub Scouts, and Webelos Scouts can be obtained from your local council service center or Scout shop.

BSA Family Program

The purposes of Cub Scouting’s BSA Family Program are to strengthen families and to encourage family involvement in Scouting. *Family Fun* (33012), the primary resource for the program, provides suggested activities to enhance the children’s personal development and enrich and strengthen the family. A variety of recognition items are available for the family members who participate in the program.

Cub Scout Academics and Sports Program

The Cub Scout Academics and Sports Program is a supplemental enrichment program to help boys learn new skills or improve skills they already possess. The *Cub Scout Academics and Sports Program Guide* (34299) is the main resource for implementing the program. A variety of recognition items are available for the boys who participate in the program.

THE CUB SCOUT CYCLE



JUNE JULY AUG. SEPT. OCT. NOV. DEC. JAN. FEB. MAR. APR. MAY

Tiger Cubs, first grade

Wolf Cub Scouts, second grade

Bear Cub Scouts, third grade

Begin "year one" of the Webelos Scout program plan in June of third grade.

First-year Webelos Scouts, fourth grade

Second-year Webelos Scouts, fifth grade

Crossover
to Boy Scouts

- When enrolling Tiger Cubs in June and July, ensure there is sufficient program to last them through the summer.
- Roll over on June 1. Tiger Cubs become Wolf, Wolf to Bear, Bear to Webelos Scouts.
- Fifth-grade Webelos Scouts graduate in February and begin meeting with a troop in March.
- Leader selection is February through April for the next program year.

2008-2009

PACK PROGRAM PLANNING CHART

To Achieve a Better Program in Your Pack,

Use the *Cub Scout Program Helps* and *Boys' Life Magazine*

Charter Expiration Date _____



Pack _____

Month and Boys' Life Theme Feature	Den-Home Projects	Pack Activities	District and Council Activities	Webelos Activity Badges	Special Projects	Monthly Meetings
SEPTEMBER New Buddies 1 Labor Day				Year 1 A: Citizen (1/2) B: Citizen (1/2) Year 2 A: Communicator B: Sportsman and Communicator		Roundtable _____ Date _____ Time _____ Pack Leader _____ Date _____ Time _____ Den Chief _____ Date _____ Time _____ Pack _____ Date _____ Time _____
	OCTOBER Adventures in Books 13 Columbus Day (observed)				Year 1 A: Citizen (1/2) B: Citizen (1/2) Year 2 A: Showman B: Showman	
NOVEMBER Seeds of Kindness 4 Election Day 11 Veterans Day 27 Thanksgiving Day				Year 1 A: Craftsman (1/2) B: Craftsman (1/2) Year 2 A: Readyman B: Readyman		Roundtable _____ Date _____ Time _____ Pack Leader _____ Date _____ Time _____ Den Chief _____ Date _____ Time _____ Pack _____ Date _____ Time _____
	DECEMBER Holiday Lights 25 Christmas Day				Year 1 A: Craftsman (1/2) B: Craftsman (1/2) Year 2 A: Scientist (1/2) B: Artist and Scientist (1/2)	
JANUARY A-MAZE-ing Games 1 New Year's Day 19 Martin Luther King Jr. Day				Year 1 A: Fitness B: Fitness Year 2 A: Scientist (1/2) B: Artist and Scientist (1/2)		Roundtable _____ Date _____ Time _____ Pack Leader _____ Date _____ Time _____ Den Chief _____ Date _____ Time _____ Pack _____ Date _____ Time _____

FEBRUARY	<p>American ABCs</p> <p>8 Scout Sunday 8 Anniversary Day, BSA 8-14 Scouting Anniversary Week 14 Scout Sabbath 16 President's Day 22 Baden-Powell's Birthday</p>				<p>Year 1 A: Scholar B: Scholar</p> <hr/> <p>Year 2 A: Engineer (1/2) B: Engineer (1/2)</p>		<p>Roundtable Date _____ Time _____</p> <p>Pack Leader Date _____ Time _____</p> <p>Den Chief Date _____ Time _____</p> <p>Pack Date _____ Time _____</p>
MARCH	<p>When I Grow Up</p> <p>1 Boys' Life Anniversary Day</p>				<p>Year 1 A: Artist and Athlete B: Athlete</p> <hr/> <p>Year 2 A: Engineer (1/2) B: Engineer (1/2)</p>		<p>Roundtable Date _____ Time _____</p> <p>Pack Leader Date _____ Time _____</p> <p>Den Chief Date _____ Time _____</p> <p>Pack Date _____ Time _____</p>
APRIL	<p>Jurassic Pack</p> <p>22 Earth Day</p>				<p>Year 1 A: Sportsman and Family Member B: Handyman and Family Member</p>		<p>Roundtable Date _____ Time _____</p> <p>Pack Leader Date _____ Time _____</p> <p>Den Chief Date _____ Time _____</p> <p>Pack Date _____ Time _____</p>
MAY	<p>Leave Nothing But Footprints</p> <p>10 Mother's Day 16 Armed Forces Day 25 Memorial Day</p>				<p>Year 1 A: Outdoorsman B: Outdoorsman</p>		<p>Roundtable Date _____ Time _____</p> <p>Pack Leader Date _____ Time _____</p> <p>Den Chief Date _____ Time _____</p> <p>Pack Date _____ Time _____</p>
JUNE	<p>A Camping We Will Go</p> <p>14 Flag Day 21 Father's Day</p>				<p>Year 1 A: Traveler</p>		<p>Roundtable Date _____ Time _____</p> <p>Pack Leader Date _____ Time _____</p> <p>Den Chief Date _____ Time _____</p> <p>Pack Date _____ Time _____</p>
JULY	<p>Be a Sport</p> <p>4 Independence Day</p>				<p>Year 1 A: Aquanaut</p> <hr/> <p>Year 2 A: Geologist B: Geologist and Aquanaut</p>		<p>Roundtable Date _____ Time _____</p> <p>Pack Leader Date _____ Time _____</p> <p>Den Chief Date _____ Time _____</p> <p>Pack Date _____ Time _____</p>
AUGUST	<p>Fun in the Sun</p>				<p>Year 1 A: Naturalist</p> <hr/> <p>Year 2 A: Forester B: Naturalist and Forester</p>		<p>Roundtable Date _____ Time _____</p> <p>Pack Leader Date _____ Time _____</p> <p>Den Chief Date _____ Time _____</p> <p>Pack Date _____ Time _____</p>

Monthly Cub Scout Themes for 2009–2010

SEPTEMBER 2009—CUB SCOUT POCKETS

What could be in a Cub Scout's pocket? It can tell a lot about who he is and what he likes. The boys can share their collections and start new ones! Put some marbles in the boys' pockets and teach them how to play the game of marbles. Pick one of their interests and go on a field trip to explore and learn about it. This is also a great month to educate the boys on what can go on their uniform and then make some goals to accomplish their rank advancement, special awards, belt loops and pins, and involvement in camps and council events. This might be a good month to work on the Collecting or Marbles belt loop and pin.

OCTOBER 2009—JUNGLE SAFARI

Help boys discover fun and adventure in the wilds of Scouting. Take them on a month-long safari. Learn why Africa was special to our founder, Lord Baden-Powell. Find out how the *Jungle Book* story connects to Scouting. Use it and its characters to highlight den meeting games, crafts, and costumes for the pack meeting. Learn about the things you need if you are going on a safari and how you would survive. What do Scouts in Africa do? What are their uniforms like? Take a den trip to a local zoo, animal rescue facility, or wildlife refuge. Work on the Cub Scout Outdoor Activity Award or the Wildlife Conservation Academic belt loop and pin.

NOVEMBER 2009—CUB SCOUT SALUTE

This month Cub Scouts salute those heroes who help keep us safe. Can only adults be heroes? A den can decide what makes a hero and who the heroes of tomorrow might be by looking at people they know today. Learn about heroes in your own community, and those who earned BSA heroism awards. Have your Cub Scouts invite their hometown heroes to a den or pack meeting. Your den can become "silent heroes" by performing service for others without seeking recognition. Visit a fire station, veterans' hospital or police station and give a "Cub Scout salute" for their heroism. Work on the Citizenship belt loop and pin.

DECEMBER 2009—WORKS OF ART

December is a time of celebration and giving. Involve friends in doing good deeds and creating holiday magic through art. Cub Scouts can create holiday decorations, gifts, or cards. Put their artwork on display in nursing homes, churches, schools, or homes, the pack meeting, or the chartered organization. Make cards and ornaments and share them with a local nursing or retirement home or children's hospital. They could discover different forms of art, write poems, attend a musical, or visit an art museum. Works of art can become gifts for family members. Work on the Academic belt loop or pin in Art or Music.

JANUARY 2010—POWER UP!

Boys explore the science of energy through solar, electrical, and wind power and learn how this energy is used in their everyday lives. They can explore different ways to conserve energy and protect the world we live in. Work on the Science or Weather belt loop and pin. Boys can invite friends to join in the Pinewood Derby® and discover the power behind those little cars. What types of things are powered up by the flip of a switch? A field trip to the local water works or power plant might be part of the den's monthly plan. Finish up the month with a real power-packed pack meeting. The boys can power up by being physically fit and working on the Physical Fitness belt loop and pin.

FEBRUARY 2010—HAPPY BIRTHDAY, BSA

It's time to celebrate with a big birthday bash: Boy Scouts of America is 100 years old this year. Learn the history of how Scouting came to the United States. Find out about those who have given us this great Scouting legacy, such as Daniel Carter Beard, James E. West, Ernest Thompson Seton, Waite Phillips, and W. D. Boyce. Let's play birthday games, make party decorations, and have birthday cake for our blue and gold banquet.

MARCH 2010—TAKE FLIGHT

Air has the power to push and pull objects so that they can fly. This month learn all about air and why it is needed to fly. Learn about gravity.

Make your own flying machines and learn about the Wright brothers. Figure out which paper airplanes fly farther, higher, faster, longer, and why they do. Hold a pack-wide paper plane derby fun night! How many things can you name that can fly? Study birds and their flyways. Why do some fly in a V formation? Hold a den or pack kite derby this month. Take a field trip to the airport or a science museum. Earn the Science belt loop and pin.

APRIL 2010—SPRING INTO ACTION

This month is a good time to spring into action with outdoor activities such as hikes; sports and games; cleaning up litter along ponds, parks or roadsides; or planting some trees for improved habitat. Make plaster casts of the animal tracks you find on your hike. Visit and talk with someone who works in wildlife conservation and visit a fish hatchery, zoo, animal shelter, or wildlife sanctuary. As part of your "Good Turn for America," take along food and supplies that they might need for the animals. Build bird houses, bird baths, feeding stations, or boxes for nesting materials. Do a community service project with your chartered organization to show your positive attitude in doing your best. This would be a good month to work on the Conservation belt loop and pin.

MAY 2010—IN THE SPOTLIGHT

It's time to perform and be in the spotlight! Dens can make musical instruments to be used in the pack meeting variety show. The variety show could include skits, songs, puppet shows, and magic tricks. Have the boys and their families participate in the variety show and record the show. Dens can create posters announcing the show and programs. "Commercials" could be videotaped during den meetings and shown between acts. Take a photo for the local newspaper or a video clip for the local TV station and put Cub Scouting in the spotlight. Visit a television, radio, or cable station to see how they produce shows. Attend a play or musical production. Work on the Music belt loop and pin.

JUNE 2010—HOOP-DE-DOO!

This is a good time to learn and play basketball while you learn about sportsmanship. Have a member of the high school basketball team (preferably a Boy Scouter or Venturer) teach the boys the rules of basketball; then play a game in the pack, with older boys and younger boys balancing each team. Play other games such as ring toss, hoop games, soap bubble contests, and hoop obstacle course. Start working on the National Summertime Pack Award or Cub Scout Outdoor Activity Award. The boys will be able to earn the Basketball belt loop and pin or another Sports belt loop and pin of their choice, including the Physical Fitness belt loop and pin.

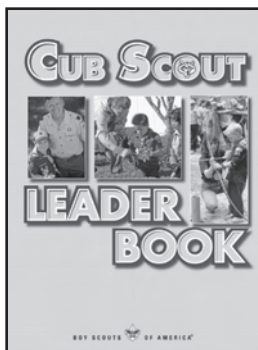
JULY 2010—CELEBRATE FREEDOM

Celebrate America's freedom, declared on July 4, 1776, with patriotic songs, games, and family fun. Discover what makes America so special to us. Decide on a birthday present your pack can give to America by doing a service project and a "Good Turn for America." Participate as a den or pack in an Independence Day parade. Enjoy the beauty of our country by participating in outdoor activities. Have a pack barbeque or family gathering and share some family heritage about coming to our great nation. Design and serve a birthday cake and sing to America! Earn the Citizenship and Heritage belt loops and pins.

AUGUST 2010—WAVES OF FUN

Jump in and make a BIG splash exploring water and waves. Adventure awaits in one of Earth's final frontiers, the depths of the ocean. Creatures never imagined can be found there. What does the ocean floor look like? The den could discover what makes a boat float, learn about different sea vessels, even make their own boats. The pack can celebrate with a beach party (no beach required) and family picnic. Top it off with a raingutter regatta. Earn the National Summertime Pack Award. This is a fun month to bring a friend! Teach water safety and practice the buddy system while having fun and earning the Swimming belt loop and pin.

Cub Scout Literature and Resources



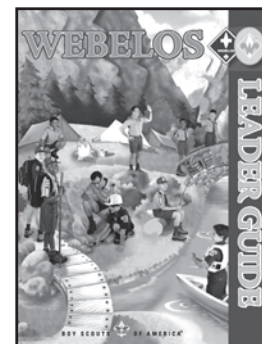
The *Cub Scout Leader Book*, No. 33221, is a guide for all Cub Scout leaders. It contains the basic information needed to operate and support Cub Scouting, such as information on Cub Scout policies, leadership duties, program planning, and youth protection.

The *Cub Scout Leader How-To Book*, No. 33832, includes a broad assortment of time-tested program activities for Cub Scout dens and packs. By using these activities, leaders not only help strengthen family relationships but

provide opportunities for boys to have fun while they are advancing in rank.

The *Webelos Leader Guide*, No. 33853, includes most of the information a Webelos leader needs for meeting preparation. It contains information formerly provided in *Webelos Den Activities*, the *Webelos Planning Guide*, and *Webelos Program Helps*.

Below is a list of resources that will help you in the program areas listed. Go to www.scoutstuff.org or contact your local council service center or Scout shop.



The Basics

No. 33211	<i>Den Chief Handbook</i>
No. 33212	<i>Cub Scout Ceremonies for Den and Packs</i>
No. 33221	<i>Cub Scout Leader Book</i>
No. 33451	<i>Bear Handbook</i>
No. 33450	<i>Wolf Handbook</i>
No. 33452	<i>Webelos Handbook</i>
No. 33832	<i>Cub Scout Leader How-To Book</i>
No. 34713	<i>Tiger Cub Handbook</i>
No. 33853	<i>Webelos Leader Guide</i>

Program

No. 33012	<i>Family Fun</i>
No. 33122	<i>Group Meeting Sparklers</i>
No. 33210	<i>Cub Scout Magic</i>
No. 33222	<i>Cub Scout Songbook</i>
No. AV-058CD	Cub Scout Songbook CD
No. 33721	Cub Scout Grand Prix Pinewood Derby Guidebook
No. 33748	National Summertime Pack Award Planning Guide
No. 34282	Cub Scout and Webelos Scout Uniform Inspection Sheet
No. 34299	<i>Cub Scout Academics and Sports Program Guide</i>
No. 34409	<i>Cub Scout Program Helps</i> (annual)
No. 14-190	Centennial Quality Commitment and Achievement Form for Unit Awards
No. 26-001	Cub Scout Leader Program Notebook
No. 26-004	Pack Program Planning Chart

Membership

No. 13-500	Selecting Cub Scout Leadership
No. 34301	Join the Race flyer
No. 34298	Cub Scout Recruiting flyer
No. 34300	Cub Scout Recruiting (rocket)
No. 34683A	Race to Cub Scouting Recruiting banner

Pack Management

No. 33819	Pack Record Book
No. 13-513	Cub Scouting Highlights (current year)
	Family Talent Survey (available in <i>Cub Scout Leader Book</i>)

Training

No. 34870A	New Leader Essentials Training with CD
No. 34875	Cub Scout Leader Position-Specific Training
No. 34876A	Cub Scout Leader Training poster set
No. 34450	Den Chief Training
No. AV-01DVD22	Cub Scout and Boy Scout Fast Start Leader Training DVD

Cub Scout Program Partners

Boys' Life magazine is the official youth magazine of the Boy Scouts of America.

- **Good Reading.** *Boys' Life* is a skillful mix of exciting stories and valuable information, published in three demographic editions to match the reading level needs of subscribers, first grade through high school.
- **Good Scouting.** *Boys' Life* brings Scouting into the home 12 times a year. *Boys' Life* subscribers advance in rank faster, stay in Cub Scouting longer, enjoy stronger family support of Cub Scouting, and are more active in den and pack activities than nonsubscribers.
- **Good Character.** Each issue of *Boys' Life* brings Cub Scouts stories about strong role models, admirable heroes, and successful leaders. "Scouts in Action," one of the most popular articles in *Boys' Life*, features the story of a scout hero each month.



Boys' Life supports Cub Scouting program themes.

Member subscribers advance in rank two-to-one over member nonsubscribers. This happens because *Boys' Life* provides articles and stories that help Cub Scouts with their rank advancement requirements. Leaders can find a summary of these articles in each issue of *Scouting* magazine—see, "Let *Boys' Life* Be Your Program Helper." (Hint: Make a copy of this page and share it with parents who do not get *Scouting* magazine.)

Boys' Life magazine publishes three demographic (age-specific) editions.

1. **Tiger Cub demographic edition**—goes to all Tiger Cubs and Cub Scouts through age 8 who subscribe. Twelve to 16 pages are swapped out between the two Cub Scout-age editions and the Boy Scout edition for each issue to create age-appropriate reading material. The Tiger Cub edition also contains four pages—written especially for Tiger Cubs and very young Cub Scouts—that are not found in the other two editions of *Boys' Life*.
2. **Cub Scout demographic edition**—goes to all Cub Scouts and Webelos Scouts age 9 and above, and adults in the Cub Scouting program who subscribe. Cub Scout and Webelos Scout readers get more pages of word games, puzzles, cartoons, and Cub Scout-specific topics. Both Cub Scout-age editions bear a gold color bar

Boys' Life Commitment to Literacy

Boys' Life promotes literacy as an essential part of the personal fitness development of its readers. Teachers will tell you that good readers are better students.

Parents know that *Boys' Life* provides interesting, wholesome reading that will help their sons grow in Cub Scouting—and life.

on each page edge for articles appearing only in the Cub Scout-age versions of the magazine. This way Cub Scouts can go directly to those pages written especially for them.

Look for the Cub Corner to direct readers to *Boys' Life* articles that are written especially for Cub Scout-age youth. *Boys' Life* readers will find Cub Corner only in the Cub Scout edition of *Boys' Life*.

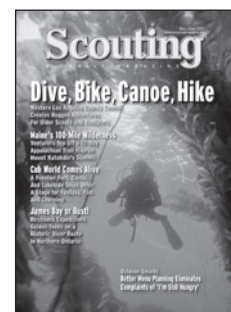


3. **Boy Scout demographic edition**—goes to all other subscribers. This edition provides more articles on the outdoors, science, history, and personalities. These features are geared toward the older readers—their interests, their active lifestyles, and Boy Scout-specific topics. The Boy Scout edition table of contents page does not use the cartoon characters of the Cub Scout-age editions, but has a more mature look and feel.

Each edition of *Boys' Life* is mailed automatically to subscribers based on age and program.

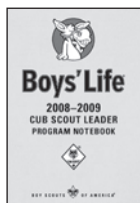
Scouting magazine is mailed six times a year to all registered BSA leaders. Inside each issue the reader will find

- **Scouting News:** Articles and stories that keep Scout leaders up-to-date with the latest developments in Cub Scouting.
- **Cub Scout Program Help Segments:** these segments are included in each issue of *Scouting* magazine, except the October issue.
- **"Let *Boys' Life* Be Your Program Helper":** This page guides the Cub Scout leader to articles in *Boys' Life* that help with specific Cub Scout advancement requirements.

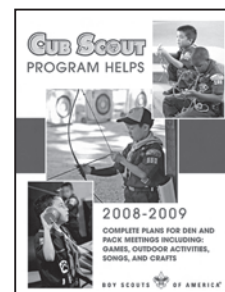


Cub Scout Leader Program Notebook (No. 26-001)

The pocket-sized 4" x 6" *Boys' Life* Cub Scout Leader Program Notebook is useful for all Cub Scouting leaders. Its 96 pages include a guide to effective Cub Scouting program planning; individual pages for each monthly recommended theme and activity badge; 12 monthly calendars; full-page, fill-in-the-blank outlines for each weekly den meeting; planning outlines for the monthly pack leaders' meeting and the pack meeting; a miniature reproduction of the *Boys' Life* Pack Program Planning Chart, No. 26-004; and the current requirements for the National Pack Quality Unit Award and the National Den Award. The Cub Scout Leader Program Notebook is available through your local council service center.



Cub Scout Program Helps follows national BSA Cub Scout themes and gives leaders a complete outline of activities and resources necessary to ensure a successful Cub Scouting program.



Announcements

Highlight events in the pack newsletter. Next month's theme is Jurassic Pack. A committee member may come in costuming that resembles a geologist's gear and explain the activities of the pack.

Cubmaster's Minute

Share the Do Your Best Cubmaster's Minute (3 MAR). Or explore other choices in *Cub Scout Ceremonies for Dens and Packs*.

Closing

Conduct the Do Our Best closing ceremony (3 MAR). Or choose another ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Cubmaster Corner

CAMPING EXPERIENCES FOR CUB SCOUTS

Cub Scout day camp, resident camp, and family camping are important first steps into the outdoor program of the Boy Scouts of America. Be sure all of the leaders and families know about camping opportunities for the spring and summer.

Webelos-Ree is an outdoor activity specifically designed to help Webelos Scouts learn skills they will use when camping with their Boy Scout troop. Check your local council training schedule for the next opportunity.

The pack overnighter camping experience is designed and conducted by the pack leaders. The key is to provide fun for the family and the opportunity to have a positive introduction to the outdoors. A BALOO-trained leader (Basic Adult Leader Outdoor Orientation) is required to attend a pack overnighter.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: FAMOUS SCOUTS MATCH GAME

Materials: Match game sheets, pencils
FAMOUS SCOUTS MATCH GAME
Draw a line from the person's name to the career for which he was famous.

Materials: U.S. flag on wooden pole with eagle on top
CUB SCOUT 1: A woodworker made this flagpole.
CUB SCOUT 2: An artist made the eagle on its top.

CUB SCOUT 3: A seamstress sewed the flag.

CUB SCOUT 4: Citizens give it meaning.

CUB SCOUT 5: Please join us in the Pledge of Allegiance to our flag.

PRAYER: ABILITIES

Dear God, help us to learn how to develop our skills and abilities to make our world a better place for everyone. Thank you for the blessings of freedom to choose our own path that you have bestowed upon us. Amen.

SONG: WHEN I GROW UP

Tune: 12 Days of Christmas

1st verse:

When I grow up, I wonder what I will be?

Maybe I will have a family.

2nd verse:

When I grow up, I wonder what I will be?

A builder or explorer?

Maybe I will have a family.

Continue through the verses. The last verse is:

When I grow up, I wonder what I will be?

An engineer or businessman?

Astronaut or pilot?

Doctor or lawyer?

Writer or reporter?

Policeman or soldier?

Athlete or teacher?

Sam Walton	38th president of the U.S., Eagle Scout
Bruce Jenner	First American to orbit the earth, astronaut, senator
H. Ross Perot	First man to balloon around the world, Eagle Scout
Alan B. Shepard	Cofounder of Microsoft Corporation
Merlin Olson	Television news reporter and anchor
John Glenn	32nd president of the U.S.
Mark Spitz	Movie director, producer, Eagle Scout
Bill Gates	43rd president of the U.S.
Donald Rumsfeld	42nd President of the U.S.
Gerald Ford	Self-made billionaire, presidential candidate, Eagle Scout
George W. Bush	First American in space, astronaut
Steven Spielberg	Won Olympic gold medal in decathlon
Neil Armstrong	Founder of Wal-Mart, youngest Eagle Scout in his state
Franklin D. Roosevelt	Won seven Olympic gold medals for swimming
Steve Fossett	First man to walk on the moon, astronaut
Walter Cronkite	Secretary of Defense, Eagle Scout
Bill Clinton	Astronaut and Eagle Scout
James Lovell	Professional football player, sports commentator

Answers:

Sam Walton: Founder of Wal-Mart, youngest Eagle Scout in his state

Bruce Jenner: Won Olympic gold medal in decathlon

H. Ross Perot: Self-made billionaire, presidential candidate, Eagle Scout

Alan B. Shepard: First American in space, astronaut

Merlin Olson: Professional football player, sports commentator

John Glenn: First American to orbit the earth, astronaut, senator

Mark Spitz: Won seven Olympic gold medals for swimming

Bill Gates: Cofounder of Microsoft Corporation

Donald Rumsfeld: Secretary of Defense, Eagle Scout

Gerald Ford: 38th president of the U.S., Eagle Scout

George W. Bush: 43rd president of the U.S.

Steven Spielberg: Movie director, producer, Eagle Scout

Neil Armstrong: First man to walk on the moon, astronaut

Franklin D. Roosevelt: 32nd president of the U.S.

Steve Fossett: First man to balloon around the world, Eagle Scout

Walter Cronkite: Television news reporter and anchor

Bill Clinton: 42nd president of the U.S.

James Lovell: Astronaut and Eagle Scout

Opening Ceremony: Building America

Musician or artist?
Governor or President?
Fireman or farmer?
Inventor or scientist?
Builder or explorer?
Maybe I will have a family!

To add fun, use appropriate hand motions for each career, such as pretending to play a musical instrument for *musician*, then pretending to paint a picture for *artist*. Or hold up an appropriate tool each career uses. The list of careers could be changed to match parents in the audience; ask parents to stand when their career is sung.

ADVANCEMENT CEREMONY: PREPARED FOR SUCCESS

CUBMASTER: Whatever our boys decide to do in the future, they have already started to prepare by accomplishing tasks to achieve their next rank in Scouting. Our (*Tiger Cub, Wolf, Bear, Webelos Scouts*) have reached their goal tonight.

As the Cubmaster awards the appropriate badge of rank to each boy and his parents, place a graduation cap on the boy's head with his rank emblem on the front of it.

ADVANCEMENT CEREMONY: STEPS TO SUCCESS

Materials: Various hats and props for the presenters

CUBMASTER: Our world is full of many different professions that people do. Much like the many achievements done by Cub Scouts, people's professions make the world a more interesting place.

One of the first jobs many people have is working in a fast-food restaurant. (*Cubmaster or committee member wears chef's hat or uniform.*) The first rank that each boy in Cub Scouting earns is the Bobcat. (*Call forward boys and parents and award Bobcat badge.*)

Follow with additional costumes and awards:

- A well-respected profession is being a teacher. (*Cubmaster opens a book and presents Tiger Cub badge.*)
- Building a future are construction workers. (*Cubmaster dons hardhat and tool belt and awards Wolf badge.*)
- Helpful to good health for all are doctors and medical professionals.

(*Cubmaster wears a white coat and a stethoscope and awards Bear badge.*)

- We all want examples of how to be active and healthy, and we look to sports figures. (*Cubmaster wears a baseball cap and glove and awards Webelos badge.*)
- What's the best profession of all? It's up to you and what is right for each of you, Cub Scouts. (*Cubmaster chooses and models a representative profession and awards the Arrow of Light.*)

GAME: DRESS FOR SUCCESS RELAY

Materials: Large box filled with two items per career

Divide boys into two or more teams. The leader calls out the name of a career; the first boy runs to the box and finds two items for that career. He puts them on, runs back to his team as fast as he can, and gives the items to the next boy. The leader calls out another career. The second boy runs to the box, places the items from the first boy into the box, and takes out items for the second career. The game continues until every boy has run at least once.

ACTIVITY: WHAT WILL I BE?

At tables around the room, parents staff round-robin stations featuring their careers. Den members travel from station to station to learn about the careers of pack family members or guests.

CUBMASTER'S MINUTE: DO YOUR BEST

We had fun tonight imagining what the future holds for each of our Scouts. Cub Scouts, keep dreaming and reaching! Remember that whatever you do in the future, you will succeed when you always Do Your Best.

CLOSING CEREMONY: DO OUR BEST

Personnel: Assign parts as best suits your den.

CUB SCOUT 1: Whatever we do

CUB SCOUT 2: When we get big,

CUB SCOUT 3: We will always try

CUB SCOUT 4: To do our best.

(*Retire flags.*)

AUDIENCE PARTICIPATION: WHAT I'M GOING TO BE

Separate the audience into five groups.

Assign each group a career and its corresponding saying. Have the groups respond when they hear their career mentioned as the story is read. For example, when you say DOCTOR, the doctor group will respond "Open wide!"

DOCTOR: "Open wide!"

PRESIDENT: "My fellow Americans."

ASTRONAUT: "Three, two, one—blast off!"

FOOTBALL COACH: "Go team!"

MUSICIAN: "A one and a two!"

At their den meeting, six Cub Scouts were talking about what they want to be when they grow up. Jason said, "I want to be a DOCTOR." Andy said, "I want to be an ASTRONAUT." Ryan said, "I want to be a FOOTBALL COACH." Devon thought that being a MUSICIAN would be awesome. Michael wanted to grow up to be PRESIDENT.

"Being a DOCTOR would be great," said Jason. "DOCTORS help people. I like to do that."

"MUSICIANS make music to make people happy and so they can dance," said Devon. "That's the best!"

"FOOTBALL COACHES get to exercise and win games. That's the coolest," said Ryan.

Andy said, "An ASTRONAUT can see the whole world from space and all the stars. That's the best job."

"When I'm elected PRESIDENT," said Michael, "the whole world will listen to me and I'll be in the history books."

All the boys looked at James, who hadn't said a word. "What do you want to be, James?" they asked.

"Well," said James, "all those jobs sound great. DOCTORS are always needed. Being an ASTRONAUT is exciting. FOOTBALL COACH is a neat job. MUSICIANS get to entertain onstage, and the PRESIDENT is important to everybody. I'm going to learn more about all the jobs there are, so I can pick the job I'm good at and help other people."

The other Cub Scouts thought for a minute. Then the future ASTRONAUT, DOCTOR, FOOTBALL COACH, MUSICIAN, and PRESIDENT nodded in agreement. "Wow," they said. "That's a job we can do right now. We can find out about lots of jobs and pick the right one for ourselves!"

CHEERS

Drummer's Cheer. Beat an imaginary drum (your knees), say “rat, tat, tat” two times, then hit the cymbal (your tummy) and say, “Tsssh!”

Scientist's Cheer. Put hand out as if holding a test tube and say, “Look what I discovered!”

Astronaut's Cheer. “Ten, nine, eight, seven, six, five, four, three, two, one—blast off!”

Woodchopper's Cheer. Make tree-chopping motions and say “Timber!”

March Pack Program Page: When I Grow Up

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Mathematics. Many professions require knowledge of mathematics. Five different areas are explored in earning the Academics pin: geometry, calculating, statistics, probability, and measuring.

Cub Scout Sports

Table Tennis. Cub Scouts will benefit from the great indoor workout that an active game of table tennis provides. Learning the rules and experiencing this game will be a great experience for Cub Scouts.

FAMILY ACTIVITY

Family members can help youth reach their full potential as they develop their talents. This is a good time to work on the “Cultivating Talents” section in *Cub Scouting's BSA Family Activity Book*. Help your child discover his special talents.

DID YOU KNOW?

National Den Award

This award recognizes dens that conduct a year-round program. The den earns the award based on a team effort. The *Cub Scout Leader Book* has details on how to earn this award. A ribbon is presented to be added to the den flag.



GOOD TURN FOR AMERICA

Spring is time for cleanup! Find out how you can help your chartered organization get ready for spring. Boys can help with raking, picking up litter, planting, sweeping. Be sure an adult is supervising diligently so boys don't handle any sharp objects.

BSA RESOURCES HIGHLIGHT

Cub Scout Songbook (No. 33222). Patriotic songs, action songs, quiet songs—they are all in this book filled with Cub Scouting fun. Keep it handy for every den and pack meeting. Pull it out when there's a moment without something happening and you'll have a song to share. The action songs are always a hit with Cub Scouts and families. It takes only a few moments to create a fun memory—this book will help you every time.



PACK LEADERS' PLANNING MEETING

Pack leaders gather a week or so before the pack meeting to plan for April's pack meeting and finalize the plans for March.

Be sure that enough parents have been secured to staff the round-robin career stations at the pack meeting.

Review the Space Derby guidelines found in the *Cub Scout Leader How-To Book* and *Cub Scout Grand Prix Pine-wood Derby Guidebook*.

If guest speakers have been invited, take care to follow up and verify that they have the correct location and time. Make sure that any of their needs for equipment (such as a microphone, power, or video projector) are identified and covered.

Check with all den leaders to be sure they are ready with their den contribution to the pack meeting. Make sure that skits and songs are different—no repeats.

Plan some applauses and run-ons to make a fast-paced, varied show for all to enjoy.

The pack trainer should conduct the Unit Leadership Enhancement that best meets the needs of your pack. The *Cub Scout Leader Book*, chapter 28, provides directions on how best to conduct these discussions. Choose a topic for your next meeting.

LOOKING AHEAD

Spring roundup is right around the corner for your pack. Now is the time to start plans for a successful evening to invite new families to join Scouting.

Webelos Scouts are moving into the Boy Scout troop. Invite parents to fill the roles that the Webelos den leaders were filling for the pack.

PACK TRAINER HIGHLIGHTS

Make sure to provide a list of training courses that will be available to new leaders after spring roundup so they will be trained as soon as possible. A BALOO training opportunity should be available shortly in your district or council. Use this opportunity to get a new parent involved. Highlight the importance of your leaders attending the roundtable. Invite a leader who has not attended to come with you next month.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Take a Discovery Hike to see what plants are beginning their spring growth this month.

Wolf Cub Scouts. Take a bicycle ride in a local park.

Bear Cub Scouts. Consider flying kites as a den activity.

Webelos Scouts. Play an outdoor game such as softball or soccer.

When I Grow Up: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.				
BEFORE THE MEETING STARTS	Set up the careers display. Have the U.S. flag in place. Gather supplies for making puppets and the Guess What? game (6 MAR).	Have the U.S. flag available for the Tiger Cubs to practice a flag ceremony. Gather coins for making change and supplies for the Career Neckerchief Slide (6 MAR)	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Tiger Cubs look at the careers display.	Make a Career Neckerchief Slide (6 MAR).		Participate in the monthly pack meeting by sharing the Career Puppets and singing the "What Will I Be?" song, and share information about the den's Go See It. Tiger Cubs and adult partners sign the thank-you note.
OPENING	Have a Tiger Cub lead the den in the Pledge of Allegiance and the Cub Scout motto.	Have two Tiger Cubs present the U.S. flag and lead the den in the Pledge of Allegiance.	Take a Go See It to a veterinary hospital (Elective 43)	
SHARE	Have the Tiger Cubs share what their parents do as a career and then what they want to do when they grow up. Play the Guess What? game (6 MAR).	Teach the "What Will I Be?" song. You may want to substitute the careers that the Tiger Cubs are interested in for the ones mentioned in the song.	OR	
DISCOVER	Make a Career Puppet (6 MAR). Conduct the Character Connection on Positive Attitude (6 MAR).	Practice making change (Elective 13).	Take a Go See It to a dentist's office (Elective 46)	
SEARCH	Talk about places where the Tiger Cubs might work when they grow up and then decide where to go for this month's Go See It.	Finalize plans for the Go See It. Discuss with the Tiger Cubs any possible behaviors that will need to be kept in check and prepare them for what they are about to see and may not understand.	OR	
CLOSING	Recite the Law of the Pack while giving the Cub Scout sign.	Have two Tiger Cubs lead the den in the Cub Scout Promise and retrieve the colors.	Take a Go See It to a government office (Elective 49).	
			At the end of the trip, lead a reflecting discussion with Tiger Cubs and adult partners about their outing. Participation and completion of Elective 43, 46, or 49 should be marked on the Tiger Track Trail.	
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.				

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Electives 6, 13.

"When I grow up, will I be smart, will I be strong, will I be famous—what will I do?" Tiger Cub-age boys are already starting to ask these questions. This month help them explore what the grown-up world is like by exposing them to different career possibilities. Take the boys to visit a veterinary clinic or animal groomer (*Elective 43*), a dentist's office (*Elective 46*), or the office of a government official (*Elective 49*). Through the careers display, show them what some of the other parents of their Tiger Cub friends do. How will the jobs of today change over the next 15 years as the boys grow up? Encourage the Tiger Cubs and their adult partners to think about the changes that may occur, and help them discover that a positive attitude is essential in reaching any goal, including career goals.

CAREERS DISPLAY

Gather items that relate to different careers, such as a whistle (police officer), book (librarian), etc. (The items should not be hazardous, fragile, or easily damaged.) Make a display of the items for the Tiger Cubs to review. Have an adult handy to help the Tiger Cubs identify the items if they need help and to answer questions that the boys might have about the different careers.

CHARACTER CONNECTION: POSITIVE ATTITUDE

As the Tiger Cubs explore the world of "grown-up careers," encourage them to notice that people who are happy with their



career choices have positive attitudes about their jobs and how they can help others. No matter how big or small a task, with a positive attitude we can do our best to reach all of our goals. Discussion points can include these:

- Is it always easy to be happy and to have a positive attitude?
- What makes it hard to have a positive attitude?
- How can we help others have a positive attitude?

GAME: GUESS WHAT?

Materials: Paper or plastic bag that cannot be seen through; a variety of small tools that are used in different professions: plastic toy hammer, child's small sand rake, calculator, test tube, miniature schoolbook, etc.

Have all of the items in the bag. One at a time, Tiger Cubs reach in without looking in the bag and pull out the first item they touch. Have them tell of a

career that would use the item (there may be multiple careers that use the same item). Other boys may add to the discussion. Continue until all Tiger Cubs have had a chance to participate.

CAREER PUPPET

(*Elective 21*)

Materials: Drawing paper; crayons, colored pencils, or colored markers; scissors; paint stick, craft stick, or dowel rod; glue; fiber fill or tissue paper for filling

For each puppet, you will create a front and a back. You can use a pattern cut from a coloring book (draw the back side of the figure), or draw your own.

Tiger Cubs use markers or colored pencils to decorate the front and back of their puppets to resemble themselves doing the job they think they will want to do as an adult. After the boys have colored the figure in, have them cut out the front and the back. Glue a craft stick or dowel rod between the front and back images, about halfway up the puppet. Glue the legs and body carefully around only the edges. Fill with a bit of fiberfill or tissue paper. Glue the bottom part of the head and fill with fiberfill or tissue paper. Carefully glue together the remaining open edges. Boys use the puppets as they sing "What Will I Be?"

SONG: WHAT WILL I BE?

(*Elective 6*)

Tune: Home on the Range

Oh, what will I be when I'm a grown-up me?

What I'll do with my life I don't know.

So many choices and much to be done—

Always doing my best as I go.

Chorus:

What, what will I be?

What I'll do with my life I don't know.

So many choices and much to be done—

Always doing my best as I go.

I may be a baker, a soldier, or doctor,
A teacher or scientist, I don't know.

Whatever I choose, I know for me
will be right—

Always doing my best as I go.

Repeat chorus.

Optional: Change the careers mentioned to include those the Tiger Cubs are interested in. This song can be sung with the career puppets as props and used as a puppet show for the pack meeting.

CAREER NECKERCHIEF SLIDE

Materials: A piece of ¾-inch-diameter PVC pipe or plastic tubing, ½ to 1 inch long, or a small hair scrunchy to use as the slider; pieces of different-colored craft foam, felt, heavy cardstock, or matting board, or small items that can be used as symbols of different careers; scissors; glue; pens, pencils, and markers

Have the Tiger Cubs draw and cut out (with the aid of the adult partner) a symbol of a career they might want to do or that their parent or other loved one does now. Career symbols might be a loaf of bread for a baker, a book for a teacher, a computer for a programmer, a thermometer for a nurse or meteorologist, a microphone for a news broadcaster or singer, a pad of paper and pencil for a writer, a toolbox for an auto mechanic or a carpenter, etc. Glue the finished symbol on the backing used.

When I Grow Up: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have tool supplies for reviewing <i>Achievement 5</i> . Recruit parent volunteers to help lead the discovery station.	Provide a necktie for each boy. Provide a few skit ideas that the boys can act out for the pack meeting. Have supplies for a birdhouse (<i>Achievement 5e</i>) and have a U.S. flag.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for finishing the birdhouse started two weeks ago. Have supplies for the Dressed for Success Relay (8 MAR).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Prepare a worksheet with different tools on it (8 MAR). Cub Scouts color the tools and try to match the tools to the word list.	Collect permission slips. Den chief helps the boys learn to tie a necktie (<i>Elective 17f</i>).	Collect permission slips.	Boys sign thank-you note or card. Have pictures of different kinds of machinery; boys can identify the machines and tell what each one does (<i>Elective 8a</i>).
OPENING	Denner welcomes all den members. Cub Scouts gather in a Living Circle and repeat the Cub Scout motto: "Do Your Best."	Form a horseshoe around the flag and recite the Pledge of Allegiance.		Boys gather around the den flag, give the Cub Scout sign, and say the Law of the Pack.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss this month's theme, "When I Grow Up." Include how positive attitude and honesty tie in with personal achievement and goals. Discuss the den's contribution (preparing a skit) for the pack meeting.	Mention that many occupations require that you wear a necktie each day to work. Choose a skit from those that were gathered (<i>Elective 1a, Be an Actor</i>). Start construction of simple props for the skit.	Visit a local business where computers are used (<i>Elective 21a</i>) OR	Review the den performance that the boys will share at the pack meeting. Make sure all boys have parts to say.
ACTIVITY	Divide the boys into four groups related to the tasks of <i>Achievement 5</i> (a, b, c, d). Boys rotate through and see each section.	Using the tools from last week, construct a birdhouse (<i>Achievement 5e</i>). Play Balloon Hot Potato (8 MAR).	Visit a local veterinarian and talk about pet care (<i>Elective 14</i>). At the end of the trip, lead a reflecting discussion with boys about their outing.	Finish the birdhouse started two weeks ago. Sand and paint (<i>Achievement 5e</i>). Play Dressed for Success Relay (8 MAR).
CLOSING	Gather and say the Cub Scout Promise. Send home permission slips for outing on THIRD WEEK.	Cub Scouts form a line and salute the den leader and assistant den leader as they leave.		Give the den yell.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 5; Electives 1a, 5e, 8a, 17f.

Butcher, baker, candlestick maker—what will the future bring for our Cub Scouts? Boys will investigate occupations that use tools such as contractors or builders, occupations that might include acting, and all occupations that use brainpower. Possibilities for relevant field trips abound this month: Visit a local bank and see what bankers do; visit your local Scout shop and see what professional Scouters do; visit a restaurant to observe the many occupations in the restaurant business. Whatever the boys see this month, this experience may well help shape their futures.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

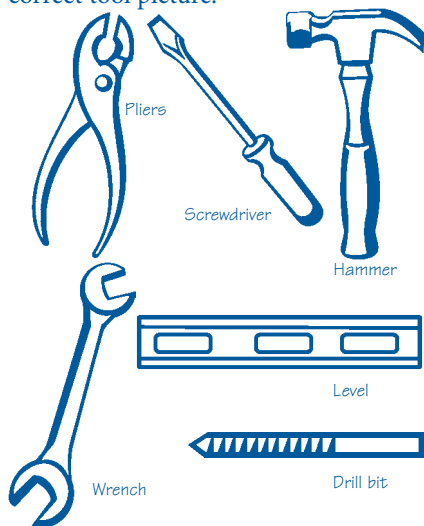
- *Achievement 12, Making Choices:* Making choices all your life leads up to who and what you will become.
- *Elective 12, Be an Artist:* Cub Scouts can draw a picture of what they expect to be when they grow up.
- *Elective 21, Computers:* Boys can learn about the importance of and use of computers. Computers can make jobs or learning new things easier. Computer skills are essential for all boys.

ACHIEVEMENT 5A-D: TOOLS

Divide the boys into four groups: tool identification, use of pliers, use of screwdrivers, and use of a hammer. An adult helper will demonstrate each of the areas.

Tools Identification Worksheet

Draw a line from the tool name to the correct tool picture.



Learning about the use of tools is a good opportunity to make good use of your denner. He can help put things away every week while being a role model for the younger Cub Scouts.

Talk about the many professions that use tools. Remind boys of tool safety and proper care of tools.

GAMES

Balloon Hot Potato

Materials: One balloon for each activity message to be prepared; paper; pen

Preparation: Write messages on paper, slip one message into each balloon, and inflate the balloons. Possible messages:

- Recite the Law of the Pack.
- Give the Cub Scout handshake to all den members.
- Say the Cub Scout Promise.

Den members stand in a circle. The den chief starts the game by handing a balloon to the first boy. Boys pass the balloon around the circle until the den chief or denner says, "Stop." The Cub Scout holding the balloon then pops the balloon by sitting or stomping on it. He performs the indicated action. Repeat with next balloon.

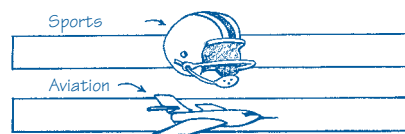
Dressed for Success Relay

Materials: For each team, a suitcase filled with the following clothing: gloves, trousers, shirt, jacket or overcoat, and tie

Divide the den into teams. On signal, the first boy in each team races with the suitcase to the center of the room, puts on the clothing, then scrambles back with the suitcase to the starting point. There he takes off the clothing and repacks it in the suitcase. Take care that the suitcase is fully shut before it is passed to the next player in line. The second boy repeats the performance, and so on until all have finished. The first team to finish is the winner.

CAREER HEADPIECES

Materials: Construction paper, scissors, markers, glue



For the base headband, measure the length of construction paper needed to go around each Cub Scout's head. Boys then construct a headpiece to depict a career in which they are interested. Glue the headpiece to the center of the headband. Use as a prop at the pack meeting.

SONG: WHEN I GROW UP

Tune: Reuben, Reuben

Father, father, I've been thinking
What I'll be when I grow up.

I could be an airline pilot
Flying jets that go way up.

Let each boy make up a verse that matches his career headpiece. Examples:

... I could write computer programs
Helping teachers to instruct.

... I could be a veterinarian
Taking care of people's pups.

... I could work as a mechanic
Fixing cars and fixing trucks.

When I Grow Up: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have rope pieces for knot tying. Coordinate with the special guest before the meeting.	Have knives for boys, sharpening stones, and U.S. flag.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have material for carving.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	The den chief helps the Cub Scouts learn a magic rope trick (Achievement 22e).	Collect permission slips. Assistant den leader introduces knife safety tips (Achievement 19a).	Collect permission slips. Review proper behavior for the trip. Give an overview of what the boys may see during the outing.	Boys sign thank-you note or card. Denner and den chief help boys to make a set of fingerprints in their <i>Bear Handbooks</i> .
OPENING	Denner leads the den in reciting the Cub Scout Promise.	Cub Scouts form a circle around the flag; denner leads the Pledge of Allegiance.		Boys answer roll call by stating what they want to be when they grow up.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the theme, "When I Grow Up." Ask boys why they think they learned a rope trick. Introduce the special guest (someone with knot-tying skills such as military personnel).	Introduce today's guest, a Cub Scout from long ago (Achievement 8b). Review Achievement 19b; discuss professions that might need to know knot tying or knife safety.		Encourage boys to complete Achievements 7c, 7d, and 7f at home.
ACTIVITY	Cub Scouts practice knots (Achievement 22b). Den chief leads a game of charades where the boys act out what they want to be when they grow up.	Introduce the guest who was a Cub Scout from years ago (Achievement 8b). Complete the Character Connection for Citizenship (Achievement 3j).	Visit your local sheriff's office (Achievement 7b). At the end of the trip, lead a reflecting discussion with boys about their outing.	Review Whittling Chip card requirements and regulations. Do a carving (Achievements 19c, 19d).
CLOSING	Announce the guest for next week. Send home permission slips for outing on THIRD WEEK . Boys form a line and shake hands with the den leader as they leave.	Recite the Law of the Pack and the Cub Scout motto.		Share a moment of reverence.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK .		Remind boys to bring their books next week. Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 7, 19, 22.

Many people have chosen careers first encountered during their experiences in Scouting. This month, Bear Cub Scouts are provided glimpses into several careers. They might visit the police and learn about police officers, talk to a conservation officer about the environment, and visit with a current or former member of the military who will teach a few knots learned during their career.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 6c, Take Care of Your Planet:* Call city or county officials or your trash-hauling company and find out what happens to your trash after it is hauled away. This is the opportunity to hear about all kinds of jobs, including what people do to get trash hauled away.
- *Achievement 9c, What's Cooking?* Boys will learn an important skill when they explore how to plan and prepare a meal.
- *Elective 17, Repairs:* Learning about repairs is one more way to learn life skills that may translate into a future profession.

TYING IT ALL UP

(Achievements 22a-e)

Materials: Rope, twine, and a target

Many Scouts have gone on to make the military their career. Invite an active-duty member or a veteran of the U.S. Coast Guard or Navy to your den meeting to give the boys an opportunity to learn about the military, see the pride that comes from wearing a military uniform, and have a chance to learn knots from a seaman. In many cases, family members have military experience. Be sure to let your guest know what knots he or she will be teaching.

1. Whip the ends of a rope.
2. Tie a square knot, bowline, sheet bend, two half hitches, and slipknot. Tell how each knot is used.
3. Learn how to keep a rope from tangling.
4. Coil a rope. Throw it, hitting a 2-foot-square marker 20 feet away.
5. Learn a magic rope trick.

LAW ENFORCEMENT IS A BIG JOB

(Achievement 7a)

Materials: Plaster, shoeboxes, bucket, and old shoes

Preparation: Touring the police department is always educational. The boys learn about what it takes to become a police officer, safety, and how the police solve crimes. Many police departments have safety programs where youth are fingerprinted on identification cards that are given to families. Be sure to ask if your police department has such a program. Also ask them to discuss plaster casts and how they are used. At the den's next meeting, boys make plaster casts of their own shoes.

Put about an inch of sand in a shoe box. Step into the sand, making a clear impression. Fill the shoeprint with plaster of Paris and let harden. This makes a negative cast of the shoe.

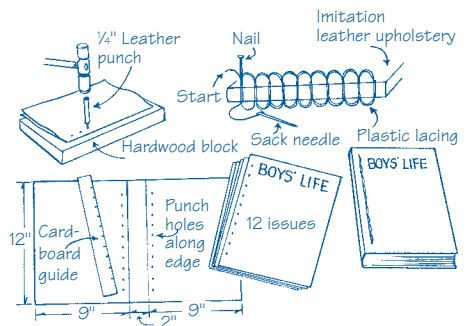
Optional: To make a positive cast, cover the shoeprint with plastic wrap, making sure it goes into all the indentations. Spray with a cooking oil spray. Then place the shoeprint into the shoe box again and pour plaster of Paris over it to cover.

BOYS' LIFE BINDER

Materials: 12-by-20-inch piece of imitation leather upholstery material, 5 feet of plastic lacing, a 1/4-inch-diameter leather hole punch, sack needle

This binder will hold a year's worth of *Boys' Life* issues. Punch a row of 10 holes along the back edge of each magazine, 1/4 inch from the edge and 1 inch apart. (A cardboard guide is useful for this task.) Next, using the cardboard guide, punch two rows of holes spaced 2 inches apart, down the center of the upholstery mate-

rial. Place the magazines within the fold of the binder. Match the holes in the binder with those in the magazines. Place a nail through one hole to help maintain alignment. Thread the sack needle with lacing and push the needle through the hole on top. Tie off the lacing at the hole underneath, then continue lacing as shown. Go back through the holes so that you end at your starting point. Tie off the lacing. Trim the cover, leaving 1/4 inch projecting all around. Decorate as desired.



Careers Word Search

A	R	N	T	T	L	Z	R	T	N	R	S	R	C	R
Q	S	E	A	A	E	E	E	A	C	E	C	E	M	E
W	K	T	W	I	E	A	I	W	H	M	I	P	D	T
G	D	Y	R	N	R	C	C	D	E	R	E	E	O	H
A	E	T	I	O	I	A	O	H	F	A	N	E	C	G
R	D	G	S	T	N	R	N	A	E	F	T	K	T	I
W	N	W	I	I	I	A	E	I	C	R	I	O	O	F
E	V	L	B	C	T	P	U	T	R	H	S	O	R	E
F	O	A	C	T	O	R	O	T	N	E	T	Z	R	R
P	O	L	I	C	E	M	A	N	T	E	T	M	V	I
R	E	H	P	A	R	G	O	T	O	H	P	E	A	F
S	B	M	U	S	I	C	I	A	N	J	S	R	V	A
T	N	E	D	I	S	E	R	P	C	R	X	Y	A	Y
O	G	W	M	B	H	J	N	O	U	F	M	O	V	C
R	E	K	N	A	B	U	Z	N	S	Q	Q	S	B	G

Word Search answers:

- | | |
|-------------|--------------|
| ACTOR | PHOTOGRAPHER |
| ARTIST | POLICEMAN |
| ASTRONAUT | POLITICIAN |
| BANKER | PRESIDENT |
| CARPENTER | SCIENTIST |
| CHEF | TEACHER |
| COACH | VETERINARIAN |
| DOCTOR | ZOOKEEPER |
| ENGINEER | |
| FARMER | |
| FIREFIGHTER | |
| LAWYER | |
| MUSICIAN | |
| NURSE | |

Explore the land before time! Imagine living in a time when dinosaurs roamed the Earth. What have paleontologists learned about the great beasts that roamed the Earth millions of years ago? Did any dinosaurs live where you do now? Find out what they ate, where they lived, and how they moved. What could we learn of these creatures that lived so long ago? Make a model of a dinosaur or visit a museum where dinosaur fossils can be seen. Make your own “dinosaur footprints” or “fossils” in plaster. Take a “dinosaur scavenger hunt” by going on a hike and looking for things that might have been found during the Jurassic period. This would be a great time to work on the Geology belt loop and pin.

PACK PLANNING

This month the pack meeting will fulfill a Cub Scout’s desire to study dinosaurs. Appoint the following committees for a smooth-running pack meeting:

Site Committee. Make arrangements for a location that will best work for the activities for this month’s theme.

Setup Committee. Dens will need space for their presentations. A table for refreshments will need to be set up.

Discovery Fair Committee. Help with setting up exhibit areas. Exhibits are organized to show the many features of the Jurassic period. Include models and information about different dinosaurs and plant life. Information related to the work of paleontologists will be welcomed, as well as information about what kinds of dinosaurs were local to your area.

Decorations Committee. Making and gathering decorations should begin early to set a prehistoric scene.

Refreshments Committee. Prepare refreshments in advance.

Cleanup Committee. Recruit a committee to help with taking down exhibits and cleaning up the meeting room.

Some of the purposes of Cub Scouting developed through this month’s theme include:

- **Fun and adventure.** Boys have a fascination with dinosaurs. They’ll have fun learning what it was like during the time of dinosaurs.
- **Personal achievement.** A paleontologist studies dinosaurs. Cub Scouts may find that they are interested in becoming paleontologists.

This theme is designed to promote character development by emphasizing these core values:

- **Resourcefulness.** It’s not too late to preserve our natural resources before they become extinct.
- **Respect.** Cub Scouts will develop a respect for dinosaurs and their impact on our lives today.

MEMBERSHIP MOMENT

Dinosaurs are an instant draw for young boys. Have Cub Scouts prepare invitations to invite their friends to learn more about the age of dinosaurs at this month’s Discovery Fair.

Pack Meeting

BEFORE THE MEETING

All committees should arrive early to do their part in setting up for the pack meeting. The setup committee works with the Discovery Fair committee to assure that exhibits are set up properly. Set up tables for the gathering activity, awards, and refreshments. The decorations committee will bring the Jurassic period to life as the room is filled with dinosaur pictures, free-standing dinosaurs, and ferns.

GATHERING

Greeters welcome families as they arrive. Help guests cut their own name tags in the shape of a dinosaur. Have critters and instructions ready for the Tricera-Toss activity (2 APR).

MAIN PART OF THE MEETING

Opening

Conduct the Age of Dinosaurs opening ceremony (2 APR).

Prayer

A preselected Cub Scout comes forward and gives the Gifts prayer (2 APR).

Icebreaker

The assistant Cubmaster leads the audience in the Dinosaur Hunt audience participation story. (Change “Bear Hunt” found in *Group Meeting Sparklers* to “Dinosaur Hunt.”)

Welcome and Introductions

The Cubmaster, wearing a hat and holding a pick, welcomes everyone to

the Jurassic Period. It’s time to sit back and be amazed at what these young paleontologists have learned. Thank all those who have helped with the preparations and setup for the pack meeting.

Song

The pack song leader leads “Millions of Years Ago” (2 APR).

Den Demonstrations

The Discovery Fair committee gives instructions on how the Discovery Fair will take place, including rotation instructions. Highlight each area of the displays and give an overview of what it will cover.

Game

Play Dino Paw Race (3 APR).

Recognition

Present awards using the Digging for Awards (2 APR) or Dinosaur Eggs advancement ceremony (3 APR). Or present a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Highlight the information in the pack newsletter and remind pack mem-

bers how they receive the information. Encourage participation in any upcoming camping opportunities planned by the pack, the district, or the council.

Cubmaster's Minute

The Cubmaster gives the Paleolithic closing thought (3 APR).

Closing

Six preselected Cub Scouts present The Tale of the Large Dinosaur (3 APR).

Refreshments

Invite families to the refreshments area. The committee serves Dinosaur Bones (3 APR).

Cubmaster Corner

DEN YELL

Having a den yell helps build camaraderie. Yells can be as simple as this one found in *Group Meeting Sparklers*:

Clap your hands! (*Clap three times*)

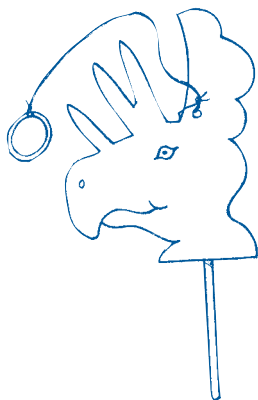
Stomp your feet! (*Stomp three times*)

Den _____ can't be beat!

Encourage den leaders to have their den create a den yell. Call on each den to give its yell at each pack meeting.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: TRICERA-TOSS



Materials: ½-inch plywood, paint, string, curtain ring, 12-inch dowel

Enlarge pattern to 8½ by 11 inches. Transfer pattern to plywood or cardboard. Cut out the Tricera-Toss critter, then paint as desired. Drill small hole in head. Tie string to curtain ring. Insert string through drilled hole and tie. Drill hole in the neck and insert dowel.

Boys toss the ring into the air and try to catch it on one of the horns of the dinosaur. The difficulty of the activity will vary depending on the length of the string.

PRAYER: GIFTS

We are thankful for all that has been given to us. Help us to know that our ability to learn and understand is a gift, too.

SONG: MILLIONS OF YEARS AGO

Tune: The Old Gray Mare
Dinosaurs lived millions of years ago,
Long before I was born,
Before my mom and dad!
Dinosaurs lived millions of years ago,
Now, there's nothin' left but bones.
Nothin' left but bones.
Nothin' left but bones.
Dinosaurs lived millions of years ago,
And now they are extinct.

SONG: HAVE YOU EVER SEEN A DINOSAUR?

Tune: Have You Ever Seen a Lassie?
Have you ever seen a dinosaur, a dinosaur, a dinosaur?

Have you ever seen a dinosaur in your neighborhood?

He eats plants and berries,
He's fierce and enormous.

Have you ever seen a dinosaur in your neighborhood?

OPENING CEREMONY: AGE OF DINOSAURS

Setting: Cub Scouts hold signs with names of dinosaurs on them. Each Cub Scout should hold his sign behind his back until his turn to speak.

LEADER: Tonight we are going way back in time to the age of dinosaurs. Since they spent most of their time eating, we thought you should meet some of them and hear what they liked to eat.

CUB SCOUT 1: I am a Brontosaurus and I eat plants. I love salad bars.

CUB SCOUT 2: I am an Iguanodon and I dig in the ground to find food. I wash my hands after every meal.

CUB SCOUT 3: I am a Protoceratops and I'm a grazer. Cows copied my eating habits.

CUB SCOUT 4: I am a Hypsilophodon and I love to eat fruit. My mom never had to tell me to eat five fruits a day.

CUB SCOUT 5: I am a Tyrannosaurus and I eat other dinosaurs. (*The dinosaurs move away from him.*)

CUB SCOUT 6: I am a Cubosaurus and my favorite food is den meeting snacks!

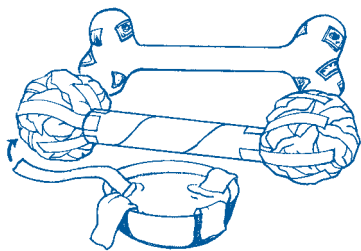
LEADER: Now that we've been introduced, let the pack meeting begin!

ADVANCEMENT CEREMONY: DIGGING FOR AWARDS

Materials: Paper towel or tissue rolls, newspaper, masking tape, flour, water, tempera paint

Preparation: To make papier-mâché bones, crumple several sheets of newspaper into balls, wrapping crumpled sheets with more sheets until the balls are the size you want. Use masking tape

to secure the newspaper balls to the ends of empty paper tubes.



For glue, mix flour and water to consistency of thick gravy. Tear sheets of newspaper into 1-by-4-inch strips. Coat each strip of torn paper with glue mixture. Place on bone shape. Continue process until bones are thoroughly covered with three or four layers. Shape ends while damp, adding more strips as desired to give the ends a bone shape. Let dry thoroughly. Paint as desired. Allow paint to dry. Attach awards to bones.

Presentation: Fill a wheelbarrow, large box, or wading pool with sawdust or packaging peanuts. Have one Cub Scout at a time dig for his award. After each award is found, the assistant Cubmaster hides the next award in sawdust or foam peanuts.

ADVANCEMENT CEREMONY: DINOSAUR EGGS

Materials: Round balloons, newspaper, flour, water, tempera paint, clear packaging tape

Preparation: Make papier-mâché eggs. Make glue by mixing flour and water to the consistency of thick gravy. Blow up balloons and tie. Tear sheets of newspaper into 1-by-4-inch strips. Coat each strip of torn paper with glue mixture. Place on balloon. Continue process until balloon is thoroughly covered. Repeat, covering with a second layer. Let dry thoroughly. Paint as desired. Allow paint to dry.

In each egg, carefully cut three sides of a small rectangle large enough to slide in an award. Seal cut edges with clear tape. Put the award recipient's name on the outside of the egg. Arrange the eggs in a nest.

Presentation: Cubmaster calls up each boy and his parents. Ask them to choose their dinosaur egg and crack it

open. Cubmaster tells audience what is inside each egg. Congratulate the boy with an applause.

GAME

Dino Paw Race

Materials for each team: Two empty cereal boxes for the base of the dinosaur paw, poster board or craft foam for the shape of the paw, scissors, low-temperature glue gun

Reinforce the cereal boxes with duct tape or packing tape as they will become the basis for foot coverings. Cut an opening for the boys to step into. Create dino paw print shape from the poster board or craft foam. Prepare the shape so that it is large enough to overlap the side of the box. Cut out a pair and glue on top of the cereal boxes; cut opening for boys to step inside. Decorate as desired. The dino paw may have feathers, polka dots, or stripes.

Materials for race: Large plastic spoons, plastic eggs

Divide boys into teams. The first boy on each team puts on the team's pair of dino paws. On signal, he picks up the spoon, places the egg on the spoon, and carries it to a designated point and then back to the next person on the team. If the egg is dropped, the player must replace it on the spoon before continuing. When all team members have finished, have them roar like their favorite dinosaur might sound.

CUBMASTER'S MINUTE: PALEOLITHIC CLOSING THOUGHT

Tonight we have talked about dinosaurs. These huge creatures never fail to capture the imagination of everyone who marvels at their size, strength, and way of life. Don't be afraid to use your powerful imagination as you grow and become a part of our future's heritage.

CLOSING CEREMONY: THE TALE OF THE LARGE DINOSAUR

Materials: Pictures depicting each body part

CUB SCOUT 1: I am the head of a large dinosaur. I make sure the dinosaur knows what it needs to do to survive among the other dinosaurs.

CUB SCOUT 2: I am the jaws of the dinosaur. My teeth catch and chew up my meals, whether it's a branch from a tree or a smaller dinosaur.

CUB SCOUT 3: I am the neck of the dinosaur. I make sure the dinosaur can reach high enough to get all the leaves on the tree.

CUB SCOUT 4: I am the body of the dinosaur. I am bigger than the body of any animal that roams the earth today.

CUB SCOUT 5: I am the legs of the dinosaur. I support my huge body and make sure the dinosaur can run fast enough to catch dinner or to keep from being dinner.

CUB SCOUT 6: I am the tail of the dinosaur. Now you have heard the tale of the large dinosaur. And this is the tail end of the meeting, so it's time to go. Good night!

REFRESHMENTS: DINOSAUR BONES

Ingredients:

- 1 loaf frozen bread dough
- ¼ cup margarine
- Herb seasonings

Let dough thaw and allow to rise slightly. Roll dough out. Cut into ½-inch strips. Place in 9-by-13-inch baking pan. Melt margarine. Brush each strip with melted margarine. Sprinkle with herb seasonings. Let rise 1 hour. Bake 15 minutes in 375-degree oven.

CHEERS AND APPLAUSES

Dinosaur Stomp. Stand up and stamp your feet as hard as you can.

Brachiosaurus. Stand up and walk in place heavily. Remember this was one of the largest dinosaurs.

Compsognathus. Say "Cock-a-doodle-doo!" in honor of this creature, which was about the size of a chicken.

Pterodactyl. Soar through the air with wings spread, saying "Eeek, eeek, he did a great job!"

Eatosaurus. Pretend to be a large dinosaur who just spied dinner. Grab dinner, stuff it in your mouth, and say "Yum, yum, yum!"

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Geology. As Cub Scouts learn about dinosaurs, they hear about geology. There's much to discover about fossils and volcanoes. This is a great time to earn the Geology belt loop and pin.

Cub Scout Sports

Bowling. April is a good time to practice the skills needed to bowl and earn the Bowling belt loop and pin.

Golf. Spring brings time to venture outdoors and learn a new sport. Earn the Golf belt loop and pin this month.

FAMILY ACTIVITY

"Enjoying Family Fun" in *Cub Scouting's BSA Family Activity Book* offers many ideas for things to do as a family. Families will have a great time visiting a museum and reading books about dinosaurs. Families may discover a new interest that can be shared together, which is what Cub Scouting and the BSA Family program are all about.

DID YOU KNOW?

Donor Awareness Award

The Boy Scouts of America began the Donor Awareness program in 1986. The patch is worn on the right pocket of the uniform as a temporary patch. Each council determines the requirements for earning the patch. Typically, a Donor Awareness patch is awarded to a Scout the first time he is successful in getting an adult family member, friend, relative, or other acquaintance to agree to become an organ donor and to fill out and carry an organ donor card.

GOOD TURN FOR AMERICA

Donor Awareness Presidential Good Turn

April is National Donate Life Month (promoting organ and tissue donor awareness). Cub Scouts could distribute literature on organ donation. Contact information and promotion materials can be found at Donate Life America: <http://www.donatelife.net/>



BSA RESOURCES HIGHLIGHT

Drugs: A Deadly Game! Choose to Refuse (No. 26-511). Youth of all ages need to be equipped with information to be drug-free. There's nothing funny about drug abuse. It needs to be addressed in a format that appeals to kids. *Drugs: A Deadly Game! Choose to Refuse* tackles many situations that today's youth face.

This pamphlet may be just what families are looking for to talk about this subject with their kids. There is also a leaders' guide (No. 26-521) to *Drugs: A Deadly Game! Choose to Refuse*.



PACK LEADERS' PLANNING MEETING

Pack leaders meet one or two weeks before the pack meeting to finalize plans and begin planning for the next month.

Den leaders share information about the Discovery Fair exhibits. Determine what special equipment will be needed.

The theme for May is Leave Nothing but Footprints. Begin making plans now.

Be sure the pack is registered to attend Cub Scout/Webelos Scout day camp. Have arrangements been made for drivers? Have current Personal Health and Medical Records been distributed?

The pack trainer conducts the Unit Leadership Enhancement on "National Awards." This will highlight the many awards that the den and pack can earn. A discussion outline is found in the *Cub Scout Leader Book*. Choose a topic for your next meeting.

LOOKING AHEAD

Does your council hold a Scouting show? Review preparations for the big event. What help is still needed?

Springtime brings plans for a pack overnighter. The adult leader giving leadership to this overnight event needs to attend the local BALOO training. Check with your pack trainer for more details.

Active recruiting of Tiger Cubs happens all year, with one emphasis in the spring. Check with your district executive for help in preparing materials to aid in recruiting.

Finalize the pack's participation in day camp and resident camp.

PACK TRAINER HIGHLIGHTS

- April is National Child Abuse Prevention Month and BSA Youth Protection Month. Stress the importance of all leaders completing BSA Youth Protection training if they have not already done so.
- Encourage Webelos den leaders to attend Outdoor Leader Skills for Webelos Leaders training.
- Remind leaders to attend the monthly Cub Scout leader roundtable. Give the location and time.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Take a hike outdoors to see the buds on the trees erupting.

Wolf Cub Scouts. Make and fly a kite in an open area (*Elective 5*).

Bear Cub Scouts. Do *Achievement 20d*—practice skills for track competitions.

Webelos Scouts. Play baseball regularly with practices and games to earn the Baseball belt loop.

Jurassic Pack: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.

Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.				
BEFORE THE MEETING STARTS	Have the U.S. flag in place. Gather equipment for the Dinosaur Egg Relay and materials to make Dinosaur Food picture frames (6 APR).	Have the U.S. flag in place. Gather materials for Cup Instruments and the Dinosaur Dig, and have ingredients for Peanut Butter Meteorites (6 APR).	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Gather outside for a Dinosaur Egg Relay.	Make Cup Instruments (<i>Elective 7</i>) and together play a song of your own invention for the dinosaurs of long ago.		
OPENING	Recite the Pledge of Allegiance and the Cub Scout motto.	Recite the Law of the Pack.	Take a Go See It to the zoo (<i>Elective 42</i>)	
SHARE	Talk about what kind of dinosaurs were alive during the Jurassic period, and what they ate.	Talk about what kind of noises the dinosaurs made and what caused the dinosaurs to become extinct.	OR Take a Go See It to a natural history museum.	Participate in the monthly pack meeting by sharing your Dinosaur Dig creations, Cup Instruments, and information about the den's Go See It. Tiger Cubs and adult partners sign the thank-you note.
DISCOVER	Make Dinosaur Food picture frames (<i>Elective 4</i>).	Do the Dinosaur Dig activity. Make Peanut Butter Meteorites for a snack.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	
SEARCH	Talk about where to go for the Go See It this month.	If the Go See It is to the zoo, discuss what kinds of animals will be there that had relatives around in the Jurassic period.	Participation and completion of <i>Elective 42</i> should be marked on the Tiger Track Trail.	
CLOSING	Recite the Cub Scout Promise, finishing off with a big tiger roar!	Form a Living Circle and say the Cub Scout Promise.		
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.				

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Electives 4, 42.

Where did all the dinosaurs go? No one knows for sure what happened to them or what they were like when they were alive. Did they make noise? Did they take care of their offspring? What did they like to eat? We can only wonder and, using the resources available to us, try to piece together the many pieces of the puzzles. This month the Tiger Cubs will go on a dinosaur dig and piece together their own dinosaurs. They will learn how sounds are made by vocal cords; did dinosaurs also make sounds this way? Many potential dinosaur foods that were available in the Jurassic period are still around today; the Tiger Cubs will use examples to make picture frames to frame pictures from their more recent pasts. Through the resourcefulness of the leaders and the Tiger Cubs, the Tiger Cubs will learn about and experience a time long ago when dinosaurs walked the Earth.

GAME: DINOSAUR EGG RELAY

Materials: Two very large (foot-long) plastic eggs (or two large melons of similar size and shape); two sticks or broom handles

Break the den up into two groups. Have a start/finish line and a turn-around line. Each group has one egg and one stick. When instructed to do so, the first Tiger Cub in each team starts taking the egg to the turnaround line, using only the stick. The egg must be taken to the turnaround point and then brought back to the next team member, who repeats the task. The first team to have each member take the egg down and back is the winning team.

DINOSAUR FOOD PICTURE FRAME

(Elective 4)

Materials: Sticks (collected from the outdoors; if sticks from nature are unavailable, use craft sticks), nuts, pine needles, cones, bark, and other plant materials that can be found today and were available during the Jurassic period

If the sticks used for this project are big enough, they may be glued directly to each other. Otherwise, cut a frame (the size the finished frame is to be) out of cardboard and glue the sticks to it. Artistically glue the rest of the items to the stick frame.

Hint: If you use items that may dry out or be easily dislodged, you may coat the entire completed frame with clear coating (available where craft supplies are sold) or a diluted white-glue solution (3 parts glue and 1 part water). This will hold everything together and protect the frame's fragile elements.

DINOSAUR DIG

Materials: Waterproof plastic disposable plates or other containers, assorted pastas (uncooked), pavers-locking sand (available at builder's supply), small paintbrush, plastic knife and spoon

Use assorted uncooked pastas to build a dinosaur skeleton on a plastic plate or other waterproof disposable container. Carefully pour sand over the pasta so that at least the tops of the pasta show and the skeleton can be distinguished. Sprinkle the sand with water, being careful not to disturb the "bones." Allow the sand to dry, and you will have a semipermanent dinosaur dig.

Alternative: Before the den meeting, randomly disperse "bones" (uncooked pasta) on a plate. Partially cover the bones with pavers-locking sand or play sand. The pavers-locking sand can be wet and allowed to dry (this must be done the day before).

Give Tiger Cubs a plastic knife, plastic spoon, and small paintbrush. Have the boys dig out the bones and carefully brush off the sand. They can then try to reconstruct their dinosaur (have additional pieces of pasta available in case some of the "bones" are not in the current dig site). Each Tiger Cub can glue his reconstructed dinosaur to a piece of construction paper.

SNACK: PEANUT BUTTER METEORITES

NOTE: Be aware of any food allergies, especially to peanuts, before you make this at a den meeting.

Ingredients:

- ½ cup peanut butter
- ¼ cup honey
- ½ teaspoon vanilla
- 1½ cups crispy rice cereal

- ¾ cup chow mein noodles
- ½ cup miniature chocolate chips
- 6 tablespoons unsweetened cocoa
- 6 tablespoons powdered sugar

Combine peanut butter, honey, and vanilla. Stir in cereal, noodles, and chocolate chips. Mix cocoa and powdered sugar together in a reclosable plastic bag. The cocoa/sugar mixture can be used to coat your hands so the cookie mix does not stick to them. Drop cookie mix by tablespoons onto waxed paper. Make each cookie into a ball and roll it in the cocoa/sugar mixture. Can be eaten right away (will be a bit soft) or refrigerated to become more firm.

CUP INSTRUMENTS

(Elective 7)

Materials: Plastic cups (assorted sizes), assorted rubber bands (at least one per cup)



Stretch a rubber band from the bottom of a cup over the top of the cup. When the rubber band is plucked, it will make a twanging sound. Different-size cups and rubber bands stretched to different tensions will create different sounds. Have Tiger Cubs try different cups and encourage them to put together different sounds to come up with a little song.

Jurassic Pack: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.

Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have a basketball or playground ball. Have materials for Dino Hats (8 APR).	Have materials for Dino Hats and Fossils (8 APR).	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for making Easy Volcanoes (8 APR).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Start the meeting outdoors and practice Basketball Passes (<i>Achievement 1g</i>).	Collect permission slips. Sculpt Fossils (8 APR) to be baked later in the meeting.	Collect permission slips.	Boys sign thank-you note or card. Have boys complete dinosaur quiz.
OPENING	Have boys stand in a circle and recite the Cub Scout Promise.	Have assigned boys lead flag ceremony (<i>Achievement 2b</i>).		Give the den yell. Answer roll call with the boy's favorite dinosaur.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Jurassic Pack theme. Assign boys to conduct the flag ceremony for next week.	Discuss the parts boys will have in the skit for the pack meeting.		Remind boys that your den will be participating in the pack meeting. Practice the skit for the pack meeting (<i>Elective 2a</i>).
ACTIVITY	Have boys start making Dino Hats for the pack meeting (<i>Elective 2a</i>).	Cub Scouts share their Jurassic collections (<i>Achievement 6a-c</i>). Have boys complete their hats for the pack meeting.	Review trip plans for appropriate behavior and any safety concerns. Take a den field trip to a local geological site, or to a zoo to find descendants of the dinosaurs.	Make Easy Volcanoes. Play Fossil Freeze outdoors. Act out what your favorite dinosaur would do. When leader says "Fossil," group freezes as they are.
CLOSING	Remind boys to bring in their collections of Jurassic animals, fossils, rocks, or books and movies about dinosaurs next week (<i>Achievement 6a-c</i>). Send home permission slips for outing on THIRD WEEK.	Sing "Taps" (<i>Cub Scout Songbook</i>).	At the end of the trip, lead a reflecting discussion with boys about their outing.	Form brotherhood circle with arms around each other and shout "Cub Scouts is Dino-mite!!"
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 1g, 2b, 6a–c; Electives 2a, 11a.

Explore the land before time! Imagine living when dinosaurs roamed the Earth. What have paleontologists learned about the great beasts that roamed the Earth millions of years ago? Did any dinosaurs live where you do now? Find out what they ate, where they lived, and how they moved. What could we learn of these creatures that lived so long ago? Make a model of a dinosaur or visit a museum where dinosaur fossils can be seen. Work on the Geology belt loop and pin.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 7, Your Living World:* Boys can explore the way the world around them gets dirty. Did the dinosaurs litter? Probably not!
- *Achievement 12, Making Choices:* Learn how to make the best choices by having boys discuss the situations with their parents.
- *Elective 18, Outdoor Adventures:* Finding out about poisonous plants and how to react to them is knowledge all boys should have.

DINO HATS

Materials: One large balloon for each hat; lots of newspapers; thinned glue (add 1 part water to 2 parts glue); masking tape; scissors; hole punch (or use the scissors tip to make holes); assorted paper, cardboard scraps, plastic foam scraps, egg cartons; paint and brushes; string or elastic for chinstraps

Preparation: A few days' drying time is required between the papier-mâché part and the painting part.

Have each boy choose a dinosaur to make into a hat. For inspiration, use the Internet or library books. Have boys tear lots of strips of newspapers. Strips should be about 1 inch wide; the length doesn't matter.

Blow up a balloon for each Cub Scout. This will be the base of the molded hat. *Do not cover the bottom of the balloon.* Leave open space for the boy's head to fit inside the hat. Have boys decorate their balloon, depending on the dinosaur species chosen. Using tape, add horns, frills, crests, beaks, teeth, and more, made of paper, cardboard, plastic foam, egg cartons, etc.

Dip each strip of paper in thinned glue and cover the balloon and added features. (Put the balloon sideways—most dinosaurs had long heads.) Apply the papier-mâché strips to cover about half of each balloon. About three layers of paper are necessary for a hat thick enough to decorate later. You can do all the layers at one time, or wait between layers. Let dry for a few days.

When the hat is dry, pop the balloon and remove it. Punch holes for chin-

straps. Paint eyes, nostrils, beaks, skin color, etc. Let paint dry. Add string or elastic to use as a chinstrap.

GAMES

Ice Age Races

Materials: For each team, mittens, hat, large coat, boots

Each team member races to a designated line and puts on the required items of clothing. When he returns to his team, the boy takes off the items and passes them to the next boy. That team member puts on the items, runs to the line, takes off the items, and returns to his team. Repeat until all boys have completed the relay.

Dinosaur Nest

Using chalk or string, mark a 6-foot circle on the floor. Mark a 6-inch circle in the middle of the large circle. The smaller circle is the dinosaur nest. Put two tennis balls (eggs) in the smaller circle.

Two Cub Scouts are the dinosaurs; they guard the nest. The rest are the hunters. The hunters try to remove the eggs from the nest without getting tagged by the dinosaurs inside the 6-foot circle. Any hunter tagged by a dinosaur is out. The dinosaurs win if they still have at least one egg left after a given time.

FOSSILS

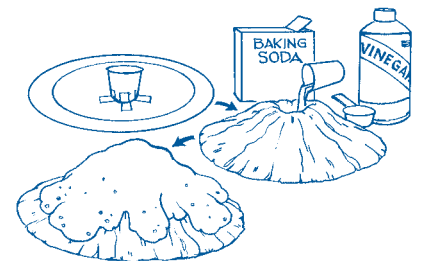
Materials: Bakable modeling clay, toaster oven, leaves, toy dinosaurs/animals, seashells

Have boys imprint the clay with their fingers or other items to create a fossil. Bake the clay according to the directions on the package to make a permanent "fossil."

EASY VOLCANOES

Materials for the volcano: Large paper plate, bathroom disposable cup (3-ounce is best), aluminum foil, clear adhesive tape, scissors

Materials to make the volcano erupt: Water, baking soda, vinegar, tablespoon, cup, pan or tray



Tape the bottom of the paper cup to the middle of the paper plate. Tear off a piece of foil large enough to completely cover the cup and plate. Place the foil over the cup and plate and turn the foil under the plate edge. Tape the foil in place.

Poke a hole through the foil into the middle of the cup. Use scissors to make slits from the middle of the cup to the inside edge of the cup. Tape the foil to the inside of the cup.

Now make your volcano erupt. Place the volcano on a pan or tray (or you'll get lava all over the place). Fill the volcano with 2 tablespoons of water and stir in a tablespoon of baking soda until it dissolves. Measure 2 tablespoons of vinegar into a separate cup. Pour the vinegar all at once into the water/baking soda mixture and watch the lava bubble up!

Jurassic Pack: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.

Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Check out books from the library or research dinosaurs on the Internet. Determine which ones lived in your area. Prepare the Dinosaur Word Search (10 APR).	Have the U.S. flag, paint, and dried neckerchief slides from the last meeting.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Gather items needed for craft projects.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Do the Dinosaur Word Search puzzle (10 APR).	Collect permission slips. Den chief leads boys in "dino-walks," recreating how they think different dinosaurs moved.	Collect permission slips.	Boys sign thank-you note or card.
OPENING	Denner leads the boys in the Cub Scout Promise.	Denner leads the boys in the Pledge of Allegiance. Answer the roll call with Dino-Mite Dino-Names (10 APR).		Do the Handshake opening: denner calls the roll and each boy comes forward and gives him the Cub Scout handshake.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss plans for the monthly pack meeting. Talk to the boys about dinosaurs and which ones lived in your area. Cub Scouts choose a dinosaur to research at home (on the computer, with parental permission). Have them write a short report for <i>Achievement 17d</i> .	Discuss the field trip for next week and let the boys know what they will need to bring.	Visit a local museum where dinosaur fossils can be seen OR Take a dinosaur scavenger hunt by going on a hike and looking for things that might have been found during the Jurassic period. Some items for earning the Geology belt loop and pin may be accomplished on this adventure.	Boys give reports they made about a dinosaur, as discussed three weeks ago.
ACTIVITY	Start Dinosaur Neckerchief Slides (10 APR). Do <i>Achievement 16c</i> ; the crab relay is now called "Allosaurus Alley," and the gorilla relay is renamed "Ankylosaurus Activity."	Paint the Dinosaur Neckerchief Slides from last week.		Make Delicious Dino Eggs (10 APR). Boys may take eggs home to eat in one to two days. Boys make and color Paper Finger Puppets (10 APR).
CLOSING	Denner leads the Law of the Pack. Send home permission slips for outing on THIRD WEEK.	Sing "Have You Ever Seen a Dinosaur?" (2 APR).	At the end of the trip, lead a reflecting discussion with boys about their outing.	Sing "Cub Scout Vespers" (<i>Cub Scout Songbook</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 16c, 17d.

Bear Cub Scouts are older Cub Scouts and can work on more complicated, time-consuming projects. This month the boys will make a neckerchief slide that will take two steps to complete. The lesson here? Time spent on a project provides big benefits when the project is complete. The topic of dinosaurs and their specialties will bring the boys from the den meeting to the pack meeting when they share the reports they made and the things they learned. Add a trip to see fossils, and it is a dynamic dinosaur delight!

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 1b, Ways We Worship:* Boys can learn the best ways to practice their religious beliefs.
- *Achievement 21b, Build a Model:* For many boys, a collection with a model dinosaur can be augmented by building a display for a model.
- *Elective 20, Sports:* With the coming of spring, boys can go outdoors and work on skills in skating or track.

SNACK: DELICIOUS DINO EGGS

Ingredients:

Hard-boiled eggs

1 envelope unsweetened soft drink mix (choose a variety of bright colors)

3 cups of cool water per package of drink mix

Small plastic resealable bags

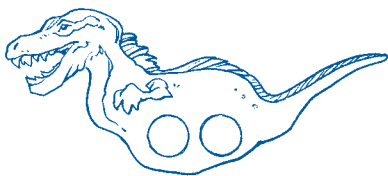
Gently tap eggs all over until the shells crack. Do not remove the shells.

In a bowl, mix together drink mix and 3 cups of cool water. Place cracked egg into a resealable bag with the boy's name on it. Pour enough colored water into the bag to cover the egg. Have boys take their eggs home and put in refrigerator for one to two days. Then they drain off the colored water, and peel and eat the eggs.

Be sure to caution the boys that they shouldn't eat the eggs unless they are refrigerated promptly!

PAPER FINGER PUPPETS

Materials: Stiff paper (like thick construction paper or heavier); scissors; markers or crayons; optional embellishments (wiggle eyes, cotton balls, glue,



computer-printed details)

Boys draw or trace the outline of a dinosaur—without the legs. Color and cut out. Decorate and add details as

desired. Cut two holes where the legs would attach to the body. Boys insert fingers through these holes to form the puppet's legs.

DINO-MITE DINO-NAMES

Cub Scouts will enjoy giving dinosaurs their names. As roll is called, each boy answers by modifying his name to sound like a dinosaur:

Steve	<i>Steve-a-saurus</i>
Kyle	<i>Kyle-o-dactyl</i>
Daniel	<i>Dan-a-don</i>

DINOSAUR FUN

What do you call a dinosaur that's a noisy sleeper? *A Bronto-snorus!*

How do dinosaurs pass exams? *With extinction!*

Why are there only old dino bones in museums? *Because they can't afford new ones!*

What do you call dinosaurs who like hip-hop music? *Raptors*

DINOSAUR NECKERCHIEF SLIDE

Materials: Candy molds of dinosaurs, small metal ring or piece of PVC pipe, plaster of Paris, paint, cups for paint, paintbrushes

Have boys help mix plaster of Paris. Have each boy choose a dinosaur mold and pour the appropriate amount of plaster into the mold. Place metal ring or PVC pipe into wet plaster. Allow to set up. When plaster is hardened and dry, remove from mold. Boys paint as desired.

PLASTER POINTER

Discover the fun of plaster. The *Cub Scout Leader How-To Book* has many suggestions. Be sure you never pour plaster down any drain. It will harden and block the plumbing.

DINOSAUR WORD SEARCH

Find the hidden dinosaur names in the puzzle. Words can be found horizontally, vertically, and diagonally.

- Allosaurus
- Apatosaurus
- Dinosaur
- Fossils
- Hadrosaur
- Ichthyosaur
- Iguanodon
- Jurassic
- Stegosaurus
- Triceratops
- Velociraptor
- Tyrannosaurus

A	H	A	D	R	O	S	A	U	R	A	C	T
P	L	D	I	O	U	R	O	S	R	S	U	Y
A	R	L	N	S	I	D	U	T	W	S	O	R
T	N	F	O	L	D	I	A	E	A	L	T	A
O	O	V	S	S	R	L	A	G	C	I	R	N
S	D	O	A	T	A	M	E	O	E	S	P	N
A	O	S	U	S	G	U	T	S	T	S	A	O
U	N	T	R	I	C	E	R	A	T	O	P	S
R	A	C	I	S	S	A	R	U	J	F	R	A
U	U	A	D	A	P	S	S	R	S	I	S	U
S	G	S	P	I	D	S	R	U	A	N	M	R
Y	I	C	H	T	H	Y	O	S	A	U	R	U
R	O	T	P	A	R	I	C	O	L	E	V	S

Warm weather is a perfect time for outdoor adventure, complete with den hikes in the neighborhood, in a park, or on local trails. As we enjoy our outdoor world, we should strive to take nothing but pictures and leave nothing but footprints. Learn about Leave No Trace frontcountry guidelines and ways we can minimize our impact on the environment. Take a backyard hike and practice the Leave No Trace frontcountry guidelines. Have a contest to see who can take the best wildlife photograph. Earn the Cub Scout Leave No Trace Awareness Award. Do your Good Turn and leave these areas cleaner than you found them. Remember to record your service with Good Turn for America at www.goodturnforamerica.org. The end of the month has all dens moving up the Cub Scout trail. You might want to consider working on the Wildlife Conservation belt loop and pin this month.

PACK PLANNING

If the weather has warmed up, plan an outdoor pack meeting in a local park, along a local trail, or in some other outdoor meeting place. Before the meeting, inspect the area to see whether the location is large enough for your group and safe for all. Make reservations if necessary, and have a “plan B” location secured. Send invitations to Cub Scout families with maps to the location if needed. Arrange transportation for families who may not be able to get to the location on their own. Invite a photographer to display nature photos and teach everyone tricks for snapping great photos. Appoint the following committees:

Location/Site Committee. Secure and inspect the outdoor location. Reserve a “plan B” location in case of inclement weather.

Publicity Committee. Create and distribute invitations with maps, if needed.

Welcoming Committee. Welcome families as they arrive. Create name tags in the shapes of leaves or flowers and distribute. Gather needed materials for the gathering activity, and lead the activity.

Advancement Committee. Help the Cubmaster with advancement ceremonies by creating props and acquiring awards.

Cleanup Committee. Encourage all Cub Scouts, leaders, and families to leave the meeting place better than they found it. Provide garbage bags, gloves, and anything needed to clean up.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Friendly service.** Cub Scouts practice doing a Good Turn in the outdoors with conservation projects and keeping their world clean.
- **Character development.** Adventures in the outdoors help Cub Scouts learn to be good stewards of the world.

This theme is designed to promote character development by emphasizing these core values:

- **Responsibility.** Knowledge of nature and their place in it will help Cub Scouts be responsible for keeping the outdoors clean and unspoiled.
- **Compassion.** What would happen if the outdoors were spoiled? What would happen to the animals, the birds, the rivers, the trees, to us? Answering these questions will help Cub Scouts learn empathy and compassion for life around them.

MEMBERSHIP MOMENT

Every month is a good month for recruiting new pack members. May is the perfect time to focus on kindergarteners and new Tiger Cub families. Use your May pack meeting as an opportunity to invite prospective families. Be sure to have special name tags to identify guests so that everyone can recognize them and extend a special effort to make them feel welcome. As your spring recruiting brings in new members, be sure there are engaging activities available for them all summer long.

Pack Meeting

BEFORE THE MEETING

Inspect the meeting area to make sure it is large enough for your group and safe for all. Designate areas for gathering activities, games, and seating. Ensure signage is available to lead families to the meeting place.

GATHERING

The welcoming committee greets pack members as they arrive and gives each person a name tag. Show where the activities begin and share information related to food preparation. Make

Kim's Game available for Cub Scouts and families (2 MAY).

MAIN PART OF THE MEETING

Opening

Cub Scouts and a color guard present The Great Outdoors opening ceremony (2 MAY).

Prayer

Before the meeting, ask a Cub Scout to present the Help Us prayer (3 MAY). Or have a moment of silence so that all participants can reflect and pray as they choose.

Icebreaker

Get everyone warmed up and ready to join in the fun with songs from the *Cub Scout Songbook*. Choose songs that all can participate in such as “Row, Row, Row Your Boat” or “Farmer in the Dell.”

Welcome and Introductions

The Cubmaster gives a brief welcome and introduces new families and special guests, such as a local photographer. The Cubmaster may remind everyone to treat the outdoor meeting area with respect, and give any safety guidelines.

Song

Make your voices ring with the birds as you sing “A-Hiking We Did Go” or “See the Forest” (3 MAY).

Den Demonstrations

Dens can display photos of activities and report on outdoor fun of their den meetings and hikes.

Game

Get Cub Scouts, leaders, moms, dads, sisters, brothers, and even Aunt Edna up to join in the fun of Animal Tag (2 MAY).

Recognition

Show off the boys’ achievements with the Hiking or Take Nothing but Photos advancement ceremony (3 MAY). Or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

The Cubmaster enters, weighed down by a heavy backpack. He pulls some silly things out of it, then opens it and displays a big note that reads: “A-Camping We Will Go!” He invites everyone to get ready for the fun of June’s outdoor activities. Mention plans for upcoming day camps, resident camps, and family camps or pack overnights, perhaps pulling notes from the backpack as

reminders of each event. A brief overview of activities planned to earn the National Summertime Pack Award is helpful. If you have a lot of information to share, hit the highlights and give each family a handout with more details.

Cubmaster’s Minute

Invite everyone to look at the beauty of the world around them as you share The Hills or Givers and Takers (3 MAY).

Closing

The Cubmaster and five Cub Scouts present The Mountain Peak closing ceremony (3 MAY). An alternate closing ceremony may be chosen from *Cub Scout Ceremonies for Dens and Packs*.

Cubmaster Corner

SUMMERTIME ACTIVITIES

Now is the time to verify plans for summertime activities. Remind families of dates of upcoming day camps, resident camps, and family camps. Let families know of your pack plans so they can schedule accordingly. Promote local activities such as parades, historical events, and county and state fairs that dens and families can participate in. Encourage all Cub Scouts to earn the National Summertime Pack Award pin by attending one event each month. The den ribbon is earned by having at least 50 percent of the den members attending each monthly event.

Ceremonies, Games, Songs, Stunts

GAMES

Pass and Touch

Equipment: Nature objects such as leaf, stone, twig, shell, corn, etc.; pencil and paper (optional)

Divide players into groups of six to eight. Form a circle with hands in back. The game leader gives a nature object to one player. The player tries to identify the object by feel, but he does not reveal his answer. The object is then passed from hand to hand around the circle, giving each player a chance to identify it. Once the object has passed all the way around the circle, the game leader chooses one player to name the object. If the person is incorrect, the leader chooses another player to guess. After several items have been passed, see who can repeat or write down the most items correctly.

Kim’s Game

Kim’s Game is a popular observation and memory game. For instructions and three variations, see the *Cub Scout Leader How-To Book*. For a gathering activity,

have several stations set up for boys and families to test their powers of observation. One station could have nature objects to identify by sight or touch. Another station could have Cub Scout gear (hats, patches, handbooks, etc.). Another station could spotlight the “Footprints” theme with a variety of shoes, socks, and pictures of animal tracks. Participants rotate through each station.

Animal Tag

Have the players in a scattered formation. Select an “It.” “It” names an animal, and all the players assume the identity of the animal as they move around. “It” also assumes the identity and tries to tag one of the animals, who becomes “It.” Example: “It” calls “Kangaroo!” and everyone must hop like kangaroos until a tag is made.

Feather Frenzy

Equipment: Craft feathers and paper plates

Divide players into two teams with about six or eight each. Mark a starting

line and a turning line about 20 feet away. Give each team a feather and a paper plate.

On signal, the first person in each team starts fanning the feather toward the turning line, reversing direction upon arrival and returning to the start. Then the next one in line repeats the action, fanning the feather with the paper plate, until everyone has raced. No one can touch the feather at any time.

OPENING CEREMONY: THE GREAT OUTDOORS

CUB SCOUT 1: What’s that up in the sky? A plane? A cloud? An eagle?

CUB SCOUT 2: I’ve seen lots of bugs but never one like this. Have you?

CUB SCOUT 3: That’s a cool bird up in that tree. I wish I knew what kind it is.

CUB SCOUT 4: I wonder if we could take a hike or have a picnic out here.

CUB SCOUT 5: Let’s go ask our den leader or our parents. I’m sure they’ll let us.

CUB SCOUT 6: Boy, Scouting has really opened my eyes to all the fun I can have in the great outdoors!

ALL: Please stand and join us as we salute the flag of the United States. (*Color guard presents and posts flag.*)

PRAYER: HELP US

Thank you, God, for the world we live in. Help us to always see its beauty. Help us to be good caretakers of your creations. Help us to always do our best.

SONG: A-HIKING WE DID GO

Tune: Old MacDonald
Our leaders took us on a hike,
A-hiking we did go.
And on this hike we saw an owl,
A-hiking we did go.
With a “hoo-hoo” here
And a “hoo-hoo” there;
Here a “hoo,” there a “hoo,”
Everywhere a “hoo-hoo”—
Our leaders took us on a hike,
A-hiking we did go.
Cougar—“roar-roar”
Hawk—“kree-eee”
Fox—“yip-yip”
Snake—“sssss-sssss”
Our leaders took us on a hike,
A-hiking we did go.
And on this hike the trail did end,
So we all went home.

SONG: SEE THE FOREST

Tune: Frère Jacques *Sing as a round. Or for something different, sing through once together. Then divide the group in half. Let one half sing the first verse while the other half sings the second verse simultaneously.*

See the forest, see the forest
Trees so tall, trees so tall.
Tow’ring overhead,
Tow’ring overhead.
I seem small. I seem small.
See the river, see the river
Rushing on, rushing on.
Rumbling and a-tumbling,
Rumbling and a-tumbling.
Here, then gone. Here, then gone.

ADVANCEMENT CEREMONY: TAKE NOTHING BUT PHOTOS

We are often reminded to take nothing but photos and leave nothing but footprints in the great outdoors. This month, ask den leaders to take photos of the boys as they participate in hikes and outdoor den activities. Enlarge the photos and hang them on the wall or on

a large piece of poster board. Near each photo, place a cutout of a camera along with a plastic film canister. Place awards in the film canisters. To present awards, the Cubmaster becomes the roving “wildlife” photographer and aims his camera at the person to be honored. He snaps the boy’s photo and invites the boy to come forward with his family. Ask the boys to tell something about what is pictured in the photo. Remove awards from the film canister and give to parents to present to each boy. Snap more photos of the honorees. If you are using a digital camera, have a printer available so the photos can be printed out and given to the families at the end of the meeting.

ADVANCEMENT CEREMONY: HIKING

On a large sheet of butcher paper, draw a Scouting trail. Mark the trail with a sign for Bobcats, then move down the trail with a sign for Tiger Cubs, then further on for Wolf, Bear, and Webelos Scouts. Add animal tracks for Bobcats, Tiger Cubs, then Wolf and Bear Cub Scouts as you wind down the trail. Webelos tracks can be large W’s or copies of the Webelos badge. Decorate your trail with sketches of trees, bushes, and rocks. Add photos of boys from this month’s den outdoor activities, if desired. Attach awards to cutouts of boots or large paper footprints, and place the cutouts at the appropriate places on the trail. You can add statements to the cutouts such as:

“You put your best foot forward to earn your _____”;

“We’d walk a mile to shout out how proud we are that you’ve earned your _____”;

“You’ve made great strides in Scouting. Congratulations on earning your _____.”

CUBMASTER’S MINUTE: THE HILLS

The hills ahead look hard and steep and high.

Often we behold them with a sigh.

But as we near them, level grows the road.

We find on every slope, with every load,

The climb is not so steep, the top so far;

The hills ahead look harder than they are.

And so it is with troubles, though they may seem great

That men complain and fear and hesitate,
Less difficult the journey than we dreamed.

It never proves as hard as once it seemed.

There never comes a hill, a task, a day,

But as we near it, easier grows the way.

CUBMASTER’S MINUTE: GIVERS AND TAKERS

One of America’s greatest conservationists, Aldo Leopold, said in his book *A Sand County Almanac*: “The Lord giveth and the Lord taketh away, but He is no longer the only one to do so. When some remote ancestor of ours invented the shovel, he became a giver. He could plant a tree. And when the axe was invented, he became a taker; he could chop it down.” Thus each of us possesses the power to create or to destroy. Let’s use this power wisely for the good of our country and all humankind.

CLOSING CEREMONY: THE MOUNTAIN PEAK

CUB SCOUT 1: When we go hiking, the trail may lead us to the top of the mountain, the mountain peak.

CUB SCOUT 2: On the mountain peak, we can see other mountains, the big sky, and towns and cities in the distance.

CUB SCOUT 3: We can see things a little differently from the mountain peak.

CUB SCOUT 4: A Navajo Indian legend says we are better able to understand the sky, sun, and moon from a mountain peak.

CUB SCOUT 5: It takes a great effort to get to the mountain peak, but we also get a great reward.

CUBMASTER: We have done much this month, climbing to our own mountain peaks. Let’s remember these great accomplishments and look at the world a little differently. Good night and good hiking!

APPLAUSES

Mosquito Applause. With one hand, slap yourself on the neck, arms, and legs while saying “Ooo, aah, aah!”

Bear Applause. Growl like a bear, turning a half-turn each time. Make four growls and two complete turns.

CHEER

Cubmaster asks the audience: Is it a four?
Response: No!
Is it a three?
No!
Is it a two?
No!
Is it a one?
Yes! It's One-derful!

TEASER PUZZLE

As I was walking through the forest to the ranger station, I met a ranger with seven assistant rangers. The assistant rangers had seven bags, and in the bags were seven leaves, and the leaves had acorns attached to them. How many things were going to the ranger station?

Answer: Just one thing—me. I met the ranger on the way, I did not pass him.

May Pack Program Page: Leave Nothing but Footprints

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Wildlife Conservation. Boys can earn the Wildlife Conservation belt loop and pin as they learn how to protect wildlife and conserve natural resources.

Cub Scout Sports

Baseball. It's time to get the boys outdoors. There's no better way than to help them earn the Baseball belt loop and pin by playing that all-American pastime.

FAMILY ACTIVITY

Learning Duty to God. The focus of this month's theme is nature and the wonders around us. This section of *Cub Scouting's BSA Family Activity Book* encourages many ways to explore a family's emphasis on duty to God. To fulfill this requirement, Cub Scouts may make a poster of the things God created.

Encourage all families to participate and earn the BSA Family Award. Complete descriptions of the requirements are found in *Cub Scouting's BSA Family Activity Book*.

DID YOU KNOW?

World Conservation Award

Each program level (Wolf, Bear, Webelos) has its own specific requirements to earn the World Conservation Award. (Tiger Cubs are not eligible.) Besides achievements and electives to complete, a service project is required.

GOOD TURN FOR AMERICA

Participate in a Leave No Trace-related ser-



vice project as a den or pack and record your service hours online at www.goodturnforamerica.org.

BSA RESOURCES HIGHLIGHT

National Summertime Pack Award (No. 33748). The purpose of the National Summertime Pack Award is to encourage packs to provide year-round Scouting. Packs may qualify for the award by planning and conducting three pack activities—one each in June, July, and August. The pack receives a National Summertime Pack Award certificate and a streamer for the pack flag. Pins are awarded to boys who attend all three summertime pack activities. Dens can earn a ribbon if half of the members attend each monthly event. See the *Cub Scout Leader Book* for the National Summertime Pack Award application and requirements.



PACK LEADERS' PLANNING MEETING

The pack leaders meet one or two weeks before the May pack meeting to check final details and outline den and pack activities for the June pack meeting.

Because all dens and the pack meeting in particular will be moving out-of-doors to take advantage of the season, consider the impact photography can have. Perhaps your pack has an amateur or professional photographer. Check the Family Talent Survey sheets.

Prepare for June activities. Review chapter 33, "Cub Scout Camping," in the *Cub Scout Leader Book*.

Verify that outdoor locations for summer pack meetings are secured.

The pack trainer leads Unit Leadership Enhancement No. 14, Program Evaluation. This is a good time to evaluate the events of the year, identify the events families enjoyed the most and those that could be repeated. Keep this information for use in the pack's annual planning conference held in the summer. Discussion information is found in the *Cub Scout Leader Book*, chapter 28. Choose a topic for discussion for next month's meeting.

LOOKING AHEAD

Recruiting is starting for Tiger Cub families. Be sure an effective plan is in place for meaningful activities for these new Cub Scouts.

The annual pack program planning meeting should be scheduled and all pack members notified.

PACK TRAINER HIGHLIGHT

New members, new parents—new learning opportunities. Be sure all new pack families are aware of the training opportunities in your area.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Tiger Cubs and adult partners can take a "color hike" around the neighborhood, trying to see how many different colors they can discover.

Wolf Cub Scouts. Take a hike with a special lookout for traces of footprints of animals or humans.

Bear Cub Scouts. Take an "alphabet hike," trying to find something that starts with each letter of the alphabet.

Webelos Scouts. Hold a den fishing derby.

Leave Nothing but Footprints: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.				
BEFORE THE MEETING STARTS	Prepare cookie dough and gather supplies for Feet Cookies; have materials for Pinecone Toss and paper, markers, and crayons for Leave No Trace posters (6 MAY).	Have a U.S. flag in place. Collect materials for Trash Can neckerchief slides (6 MAY) and bags and gloves for the Cleanup Treasure Hunt (<i>Elective 33</i>).	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Meet outside and play Pinecone Toss (6 MAY).	Make Trash Can neckerchief slides (6 MAY).		
OPENING	Den leader says the Conservation Pledge (6 MAY) as Tiger Cubs repeat line-by-line.	Say the Pledge of Allegiance and the Cub Scout motto.		
SHARE	Introduce the Leave No Trace frontcountry guidelines to the Tiger Cubs. Review information in the <i>Cub Scout Leader Book</i> . Start Feet Cookies (6 MAY).	Have the boys talk about what they can do to help keep their neighborhood clean.	Take a Go See It to a place that recycles paper, plastic, glass, or aluminum products (<i>Elective 47</i>) OR Take a Go See It to a park or nature preserve, go for a walk, and practice Leave No Trace frontcountry principles (one of three outings toward earning the Leave No Trace Award).	Participate in the monthly pack meeting by sharing the Leave No Trace posters and any photos taken, which can be displayed at the meeting. Also share information about the den's Go See It.
DISCOVER	Make a Leave No Trace poster (6 MAY). Boys draw illustrations of Leave No Trace frontcountry guidelines.	Go outside and do the Cleanup Treasure Hunt (<i>Elective 33</i>) at your den meeting place, a local school, or a nearby park.		Tiger Cubs and adult partners sign the thank-you note.
SEARCH	While snacking on Feet Cookies, discuss details for the Go See It.	Finalize plans for your Go See It. Talk about what the boys might see on the outing and the importance of paying attention and following the rules.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	
CLOSING	Recite the Cub Scout Promise and say good-bye with a Cub Scout handshake.	Take the Leave No Trace pledge and recite the Cub Scout motto.		
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.				

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Electives 35, 47.

This month as the Tiger Cubs enjoy the great outdoors, they will learn how to take care of the open spaces, woodlands, and parks where they play. They will learn the Conservation Pledge and study the Leave No Trace frontcountry guidelines. Then they'll make a Leave No Trace poster (a requirement for the Leave No Trace Awareness Award). A game of Pinecone Toss will get them outside playing a game that uses recycled containers and cones provided by nature. Tiger Cubs and their adult partners will talk about the ways they can help their community stay clean everyday, and then they'll go out and enjoy a game of Cleanup Treasure Hunt (*Elective 33*). A trip to a recycling facility will show the Tiger Cubs what they can recycle and what happens to the items they recycle (*Elective 47*). The activities this month will help boys realize the responsibilities they have to their environment and for the future of the open spaces they enjoy.

GAME: PINECONE TOSS

(*Elective 35*)

Materials: Pinecones (fir cones, large nuts, or cone-sized fruit can be substituted); empty, clean plastic containers (such as for cottage cheese or large-size yogurt)

Have Tiger Cubs and adult partners line up in separate lines with the two lines facing each other about 2 feet apart. Each boy in the line has a cone; he tosses it to his adult partner in the other line, who catches it in the plastic container. After a successful toss and catch, each member of the pair takes a step backward, and the cone is tossed again. The teams can toss as many times as it takes to be successful, but the quicker they are successful the quicker they will move back. You can put a time limit on the game, or set a distance apart as the goal line.

TRASH CAN NECKERCHIEF SLIDE

Materials: Scraps of aluminum foil, paper wrappers off of cans, bits of cardboard boxes (such as cereal boxes), drinking straws, and other bits of things that might eventually go into the trash; medicine cup, small pill bottle, or film canister for trash can; a quarter of a chenille stem for each slide; small hole-punch; low-temperature glue gun (to be used by adult partners)



Punch two holes about an inch apart about halfway down the container you are using for the trash can. Thread the piece of chenille stem through the holes and twist it so that it will fit snugly over a neckerchief as a slide. Put some glue inside the trash can; add "trash," affixing with more glue as needed. Attach lid to the container's side, using low-temp glue gun. If a light-colored can is used, an indelible marker can be used to write *TRASH* on the trash can.

LEAVE NO TRACE POSTER

(*Requirement for Cub Scouting's Leave No Trace Awareness Award*)

Materials: Paper, markers, crayons, colored pencils

Tiger Cubs draw their interpretation of one part of the Cub Scout Leave No Trace Pledge, using the drawing instruments of their choice. Tape the posters together with colorful tape to make a quiltlike display at the pack meeting.

Alternative: Have fabric squares boys can draw on using waterproof markers. Have an adult sew the pieces together. The finished banner could be used as a den flag.

Conservation Pledge:

Cub Scout Leave No Trace Pledge

I promise to practice the Leave No Trace frontcountry guidelines wherever I go:

1. Plan ahead.
2. Stick to trails.
3. Manage your pet.
4. Leave what you find.
5. Respect other visitors.
6. Trash your trash.

STEPPING STONES

Materials: Quickset concrete; broken pieces of glass, pottery, stones, marbles, shells, or other durable, decorative trea-

sures; form for shaping the stepping stone (empty, shaped candy boxes, large ice-cream bucket lids, large foam food containers, etc.)

Mix concrete as directed on bag. Pour into form and smooth out. Each boy can make an imprint of his foot (make sure boys wash their feet well with soap and water when done). Use glass, pebbles, shells, marbles, or other items to decorate around the footprint. Put the stone in a location where it will not be moved for 48 hours, or until set and cured (check bag to see how long the manufacture suggests that it cure). When stone has cured, pop it out of the mold and set it outside to enjoy.

SNACK: FEET COOKIES

Materials: Your favorite sugar-cookie dough (homemade or store-bought), egg-shaped cookie cutter, frosting (optional)



Roll out cookie dough and cut out egg shapes. Transfer to cookie sheet. Make toes by rolling various-size balls (big-toe to pinkie-toe size) of cookie dough and flatten slightly. Arrange so they look like toes and attach to big end of egg shape. Bake according to recipe directions. If you wish, frost with a thin layer of icing (thin icing with a little water and brush on with a pastry brush while cookie is still warm).

Leave Nothing but Footprints: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have supplies to make Worm Farm (8 MAY).	Have supplies for Milk Carton Bird Feeder (8 MAY); have supplies for Arrowhead Necklace (8 MAY).	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have supplies to make bottle terrariums (<i>Elective 15</i>).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Fish posters or activities often are available from your state's department of Natural Resources. Use them to help boys draw, color, and identify fish in your area (<i>Elective 19a</i>).	Collect permission slips. Den chief helps boys make an Arrowhead Necklace (8 MAY).	Collect permission slips.	Boys sign thank-you note or card. Den chief leads a discussion about the rules of safe fishing (<i>Elective 19d</i>). A worksheet that boys complete as they discuss may be helpful.
OPENING	Welcome any new den members and current members. Denner leads the boys in the Pledge of Allegiance.	Cub Scouts give each other the Cub Scout handshake while saying the Cub Scout motto.		Boys circle around the flag and join in as the denner leads the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain the Leave Nothing but Footprints theme. Have boys contribute to the decision about which outing to take.	Read a book about birds. Cub Scouts share names of the birds they saw during the last week (<i>Elective 13</i>).	Possible outings include: Participate in a nearby migratory bird day festival or bird walk	Practice singing "The Fishing Song" (8 MAY). Review how the den will present its contribution to the pack this month.
ACTIVITY	Make Worm Farms so that Cub Scouts will have an ample supply of worms for fishing. Be sure to tell them how to care for the farm and keep it moistened. Point out that worms help the environment by composting.	Make a Milk Carton Bird Feeder (<i>Elective 13e</i>). Discuss what type of birds the boys would like to attract and what type of birdseed they should put in their feeders. Encourage boys to watch birds this week.	OR Visit a nearby park to possibly plant flowers, weed gardens, or perform other services	Make bottle terrariums and plant easy-to-grow plants in them. You can either use fast-growing seeds or bring some small plants to place inside (<i>Elective 15</i>). Discuss with the boys how to take care of their plants.
CLOSING	Practice "The Fishing Song" (8 MAY). Gather in a circle and ask each boy to say something he is thankful for. Send home permission slips for outing on THIRD WEEK.	Do the "Our World" Den Leader's Minute (8 MAY).	OR Visit a nursery, nature center, or fish hatchery. Plan to take photographs during the outing, which can be displayed at the pack meeting. At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice your den yell or make up a new one.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Electives 13, 15, 19.

Step lightly! Boys learn about the out-of-doors and our environment. Learning starts with growing their own plants and providing for wildlife. Cub Scouts will make bird feeders and then be encouraged to watch out for our feathered friends. They will create terrariums where they can watch their plants grow. Visit a complementary site such as a park or sanctuary, and add to the wildlife experience by helping with a conservation project. Leave only footprints, and Cub Scouts will create great memories.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 5e, Tools for Fixing and Building:* Learn about the many tools that are used.
- *Achievement 7, Your Living World:* Boys can discuss with their families how the world gets dirty and how they can prevent this from happening.
- *Elective 7, Foot Power:* Change your footprints by creating a new way to go from one place to another. This elective shows boys how.

BE KIND TO BIRDS

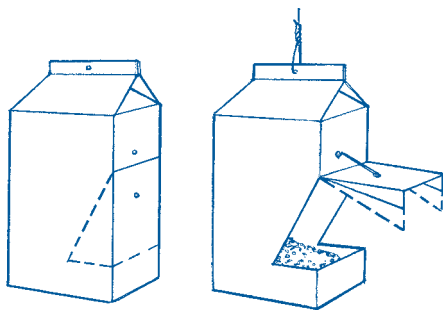
(Elective 13)

13b. Bring different nesting materials to your meeting and discuss with Cub Scouts what kinds of materials different birds use. Boys can set out nesting materials for the birds. Have them report what the birds took.

13c. Read a book about birds to your Cub Scouts. The local school or public librarian will have suggestions for books boys will respond to. Also bring in field guides to show what birds are in your area. Boys will get to see how to use a field guide and how it is organized.

13d. Take a walk outside to observe birds. Help the boys identify them. Have magazines that the boys can go through to identify additional birds.

13e. Have your Cub Scouts build a Milk Carton Bird Feeder and talk about what kinds of seeds benefit the birds in your area. Instructions are found in the *Cub Scout Leader How-To Book*.



Troop Tie-in

Learning about plants and animals in your area is a good opportunity to have your den chief shine. This task reinforces training he has received. This may also be a good opportunity to coordinate with your local troop to solicit a Boy Scout's help in familiarizing boys with local plants and animals.

DEN YELLS ARE FUN

An alternate den yell for everyone:

United we stand,

Divided we fall.

Den _____

Is the best of all.

WORM FARM

Materials: Container such as large bucket or plastic box, noncolored newspaper torn in 1-inch strips, small screened wire, fruit and vegetable scraps, piece of burlap, earthworms (may be found at bait shops)

Create a bed of materials for worms to digest by layering shredded newspaper, handfuls of soil, and table scraps (lettuce, eggshells, and coffee grounds work nicely). Cover with more layers of newspaper. An 8-inch layer of material is a good start. Place a piece of burlap on top to keep the light out and the soil moist.

What happens? The worms eat through the material you prepared in the bucket. The by-product is an enriched soil you can use in your garden. You are also finding a good use for kitchen waste as you recycle.

DEN LEADER'S MINUTE: OUR WORLD

Cub Scouts, we have learned about our world. We know that it is important to take care of the Earth and preserve it for you and for your children. As you leave, think about ways that you can help take care of the world around you. Think about how you want it to be as you grow older. Think about how you can do things to make that happen.

SONG: THE FISHING SONG

Tune: Frère Jacques

Fishing's fun, fishing's fun.

Do your best, do your best.

Tossing out your line,

Sit behind your pole—

Fish do the rest, fish do the rest.

ARROWHEAD NECKLACE

Materials: Plastic arrowhead, cording, pony beads, scissors

Fold cording in half and push the folded end through the hole in the top of your arrowhead. Bring the two loose ends up and through the folded end and pull tight to hold the arrowhead in place. Add beads to each side. Tie an overhand knot to keep the beads from sliding off. Knot the ends together and wear as a necklace.

Leave Nothing but Footprints: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have items for Nature Check Kim's Game (10 MAY) and supplies for food-chain posters.	Have U.S. flag. Have supplies for Sponge Relay game (10 MAY) and for making Trail Mix (10 MAY).	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have supplies for playing Outdoor Essentials game (10 MAY). Have an outdoor net set up and supplies for badminton or volleyball.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Play Nature Check Kim's Game (8 MAY).	Collect permission slips. Make Trail Mix (10 MAY).	Collect permission slips.	Boys sign thank-you note or card. Start the meeting outside and play the Outdoor Essentials game (10 MAY).
OPENING	Denner leads the Cub Scout Promise.	Sing "America" (<i>Cub Scout Songbook</i>).		Gather in a semicircle around the flag, salute, and recite the Pledge of Allegiance.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss this month's theme. Talk to the boys about the outing in two weeks. Review what items need to be taken on the hike.	Review the rules of safe hiking. Explain the buddy system (<i>Elective 25</i>). Discuss hints for taking good photographs.		Have each boy write an article about the hike taken last week (<i>Achievement 18g</i>). Include the steps taken to practice Leave No Trace guidelines. Assemble photographs to show at the pack meeting.
ACTIVITY	Den chief conducts uniform inspection (10 MAY). Make food-chain posters for Wildlife Conservation belt loop. Play Bear in the Pit (<i>Cub Scout Leader How-To Book</i>).	Work on the Wildlife Conservation belt loop (10 MAY). Play Sponge Relay (10 MAY). Review requirements for Cub Scouting's Leave No Trace Awareness Award (<i>Elective 25j</i>).	Take a nature hike with your den. Take photographs to share at the pack meeting (<i>Elective 11</i>). At the end of the trip, lead a reflecting discussion with boys about their outing.	
CLOSING	Form a Living Circle and say the Cub Scout motto. Send home permission slips for outing on THIRD WEEK.	Den chief leads the grand howl.		Ask boys for a moment of reverence to think about the wonders of nature and the higher power to protect it.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.	Find out if each boy has a camera to use on the nature hike. Explain that inexpensive single-use cameras are available at most supermarkets, etc.	Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 9e, 18g; Elective 25.

Bear Cub Scouts enjoy active fun and being outdoors. This is the month to promote outdoor adventure and get a glimpse of conservation. Combine a nature hike with learning about photography. Each boy will benefit from bringing a camera to take pictures. Perhaps a parent is an amateur photographer and willing to give boys some instruction. Put the photos on poster board for display at the pack meeting—add captions for even more fun.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 7*, Law Enforcement Is a Big Job: Cub Scouts can learn to make casts of their footprints and shoeprints.
- *Achievement 10*, Family Fun: Boys can make a bootjack during a family fun night—no more footprints on the carpet!
- *Elective 1*, Space: Footprints on the moon! The Space elective gives boys the opportunity to discover fun facts about our natural satellite, the moon.

GAMES

Nature Check Kim's Game

Materials: A tray with natural items such as pinecones, acorns, moss, shells, milkweed pods, or other things that are found in nature around your area

To play: Cub Scouts look at the items for about one minute. Then cover the tray and see how many items the players can list.

Sponge Relay

(*Achievement 15b*)

Materials: Sponges (two for each team), buckets of water, bowls

Divide the den into two teams. The boys at the front of the row hold the bucket full of water and sponges. The boys at the end of the row hold the bowl. The first boy takes a wet sponge out of the bucket and hands it to the next boy, and so on, until the sponge reaches the last boy in his row. He squeezes the water out of the sponge into the bowl. With the dry sponge, he races to the front and puts it back into the bucket. Play continues until the water is all gone or five minutes is up. The team with the most water in their bowl at the end of the time is the winner.

Outdoor Essentials

(*Elective 25*)

Materials: Empty backpack, the 10 essentials as outlined in *Elective 25*, paper and pencil for each Cub Scout

The den chief and assistant den leader play a tossing game: the den chief holds up an object, then tosses it to the assistant den leader. As he does so, the assistant den leader puts it into an empty backpack and talks about why that object is an important part of the

10 essentials for hiking and camping. Continue through all items.

Next, have the boys try to remember the items that went into the backpack and write those down.

Foot Race

In bare feet, boys try to inch forward by alternately opening and curling their toes. See who can travel 12 inches this way.



Awards Awareness

Den leaders, make sure your Cub Scouts are introduced to these awards:

- Cub Scout Outdoor Program Award
- National Summertime Pack Award
- World Conservation Award
- Cub Scouting's Leave No Trace Awareness Award

Families should be made aware of the requirements to earn these awards.

SNACK: TRAIL MIX

(*Achievement 9e*)

Ingredients: Raisins, peanuts, granola, dried fruit

This trail mix is often called "GORP" (Good Old Raisins and Peanuts). Place

the ingredients into a large bowl and mix with a spoon. Spoon into plastic sealing bags for use on the hike next week. Additional items that can be used: dried apple pieces, dried blueberries, cashews, marshmallows, chocolate chips.

NOTE: Be sure none of your Cub Scouts has allergies to peanuts or any other of the ingredients.

WILDLIFE CONSERVATION BELT LOOP

Several items toward this recognition can be accomplished in the den meeting:

- Create a poster-board display. Boys make a poster that shows and explains the food chain. Describe to the den what happens if the food chain becomes broken or damaged.
- Review what natural resources are and why it's important to protect and conserve them.
- Learn about an endangered species. Boys can then make a report to the den that includes a picture, information about how the species became endangered, and what is being done to save it.

UNIFORM INSPECTION

The *Cub Scout Leader Book* has uniform inspection sheets in the appendix. Encourage boys to review the uniform pages in the inside covers of their handbooks.

As the den chief and assistant den leader conduct the inspection:

- Praise neatness.
- Praise those who have their badge of rank in the proper position.
- Suggest that extra pins and patches be placed on the patch vest.

This month Cub Scouts go camping! Have a backyard campout with your family. Pitch a tent or sleep out under the stars. Conduct a pack overnighter at a nearby Scout camp or state park. An outdoor pack meeting might include a nature observation hunt, followed by an evening around the “campfire.” Attend your council’s Cub Scout or Webelos Scout resident camp as a den or pack or the council’s family camp with your whole family. Camping doesn’t always mean overnight; day camp is always lots of fun. Get those boys outdoors and let them discover the fun of camping while working on their Cub Scout Outdoor Activity Award. Whatever you do, do it outside and find out what the outing in Scouting is all about. While out on the trail, you can work on the Map and Compass belt loop and pin or the Astronomy belt loop and pin.

PACK PLANNING

Attending day camp, resident camp, a pack overnighter at your council camp, or a den hike ... it’s fun to be outdoors. The crackle of a campfire and the fun of being with friends and seeing skits, singing songs, and more—this is the outing of Scouting. This month’s pack meeting will bring the joys of the outdoors to life for boys and families. Appoint these committees:

Decorations Committee. Create a campfire song sheet with songs that match the campfire—building to high energy and winding down to embers. Try some of these songs from the *Cub Scout Songbook*: “She’ll Be Comin’ ’Round the Mountain”; “Do, Do, Do Your Best”; “America, the Beautiful”; or “Taps.”

Welcome Committee. Welcome families as they arrive. Create name tags in the shape of a tent. Gather materials for the gathering activity and prepare to lead it.

Recognitions Committee. If the pack gives neckerchiefs to boys as they graduate, be sure to purchase enough for the graduation ceremony.

Cleanup Committee. Remember to leave nothing but memories behind.

Some of the purposes of Cub Scouting developed through this month’s theme include:

- **Preparation for Boy Scouting.** Cub Scouts develop confidence in their ability to be competent in an outdoor environment.
- **Fun and adventure.** The excitement of a campfire inspires a sense of fun and adventure in all who are present.

This theme is designed to promote character development by emphasizing these core values:

- **Health and Fitness.** Stress the importance of being healthy and fit for outdoor adventure.
- **Responsibility.** Camping helps reinforce the importance of responsibility toward yourself (being prepared), others (the safety of a buddy), and the environment (Leave No Trace camping).

MEMBERSHIP MOMENT

Everyone loves a campfire! Invite prospective members and families to attend your pack’s evening meal and campfire program. Give visiting families opportunities to participate, if they wish, by leading a song or stunt or telling a story. Don’t forget to prescreen all material for appropriateness.

Pack Meeting

BEFORE THE MEETING

Be sure to have dry firewood, matches, and fire buckets ready. Follow campfire safety rules outlined in the *Guide to Safe Scouting*. If this pack meeting is part of a pack overnighter, be certain at least one of your leaders has completed BALOO (Basic Adult Leader Outdoor Orientation) training. A local tour permit should be filed for the pack outing. Check with officials at your campsite to be sure local fire regulations are followed.

If you are unable to have an outdoor campfire, look in *Cub Scout Ceremonies for Dens and Packs* to see how to build an indoor campfire, following the same format.

If the campfire is after dinner or after the pack meeting, a treat roasted on the fire would be appropriate once the camp-

fire has died down. Set clear rules about behavior near the fire.

GATHERING

Greeters welcome pack members as they arrive and give each person a name tag. Direct the Cub Scouts to the game area where they can play Squirrel in a Tree (3 JUN). Or, if your pack is camping, plan a nature hike to the campfire, giving each family a list of nature sights to check off as they walk.

MAIN PART OF THE MEETING

Opening

Den chiefs form color guard and bring in the U.S. flag. Ask den families to stand and sing “America, the Beautiful.” As they sing, the denner of each den brings forward his den flag. (Be

sure the U.S. flag always flies higher than the other flags.) Lead the pack in the Pledge of Allegiance.

Prayer

Preselected Cub Scouts come forward and share the Campfire Invocation (2 JUN).

Icebreaker

Sounds of the Forest Campfire Lighting

Tell den families that their enthusiasm will give energy to light our pack campfire. Ask families in each of the den ranks to stand and imitate the sound of their rank (their yell) as you call them out:

- Tiger Cub: High growl
- Wolf: Howl

- Bear: Low growl
- Webelos: Shout “Loyal Scouts!”
(As dens give their yells, the assistant Cubmaster lights the fire.)

Remind each den that every time during the campfire when they hear their rank, they should give their yell.

Welcome and Introductions

Introduce any guests. Let them know you're happy to have them join you this evening.

Song

The song leader leads “We’re All Together Again” (*Cub Scout Songbook*).

Den Demonstrations

Each den comes forward in turn to

present its skit, song, or stunt as a contribution to the campfire activity.

Game

Play Above and Below (3 JUN).

Recognition

Conduct the Bobcat Campfire Induction Ceremony (2 JUN) to recognize all those who have earned their Bobcat badge. Conduct the Leader Recognition activity (3 JUN). Or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Remind pack families of the summer activities for the pack and wish them well in their camping this summer. The

assistant Cubmaster introduces July's theme, “Be a Sport,” by arriving in football or baseball gear. Announce the date, time, and location for the summer sports extravaganza. Announce the date, place, and time of the annual planning conference where plans for the pack for next year will be made.

Cubmaster's Minute

The Cubmaster shares Looking Forward (3 JUN).

Closing

Use the Outdoor Code Responsive Reading from *Cub Scout Ceremonies for Dens and Packs*. Sing “Taps” (*Cub Scout Songbook*).

Cubmaster Corner

CAMPFIRES: “OUTING IN SCOUTING”

Creating a memorable campfire takes planning. Here are a few hints to ensure that your campfire is a pleasant experience for all:

- Approve all elements of the campfire that the dens will do (skits, songs, stunts, run-ons, applauses, and cheers) to make sure they follow the positive values of Scouting.
- Follow the flames: Start the campfire with an exciting song/skit that gets everyone involved. As the fire diminishes, the activities become calmer.
- Use the Campfire Planner that is in the *Cub Scout Leader Book* appendix. Vary active and quieter contributions to ensure a fast-moving campfire.

Ceremonies, Games, Songs, Stunts

PRAYER

Campfire Invocation

CUB SCOUT 1: Let us pray.

CUB SCOUT 2: As we gather together ...

CUB SCOUT 3: At our campfire site ...

CUB SCOUT 4: Watch over us and guide us ...

CUB SCOUT 5: Through this wonderful night.

CUB SCOUT 6: Amen.

BOBCAT CAMPFIRE INDUCTION CEREMONY

Materials: Campfire, stick for each Cub Scout who will receive a badge, Bobcat badges, straight pins

(The Cubmaster calls forward Bobcats and their parents and asks them to form a semicircle behind the fire, with the parents behind the boys.)

CUBMASTER: Cub Scouts, you have learned the things a boy must know to join our pack. Will you show that

now by making the Cub Scout sign and repeating the Cub Scout Promise? (Cubmaster leads the Promise.)

Parents, we welcome you into our pack too. You know that you have a role in Cub Scouting as a guide in your son's advancement and as a participant and helper in the pack's activities. If you accept this responsibility, please say, “We will.” (*The parents assent.*)

This campfire represents the warmth of membership in our pack. Bobcats, please show that you wish to join in that warmth by adding your stick to the fire. This symbolizes that you want to do your best and be a friend to the others in the pack. (*The boys place their sticks in the campfire.*)

Now parents, I will give each of you the Bobcat badge to pin on your son's shirt. (*Cubmaster gives badges and pins to the parents.*) Everybody, let's give them the Campfire Applause (4 JUN).

Now we will bridge those who have been Cub Scouts in our pack all year long.

Pack Bridging

Ask Webelos Scouts to form two lines. Ask them to hold their neckerchiefs by one end in their right hands. Have the Webelos Scouts in the line across from them pick up the other ends of the neckerchiefs in their left hands. With the Scouts across from them, they hold the neckerchiefs up to form an arch. Bear Cub Scouts walk through the Webelos Scout arch to graduate from Bear dens into Webelos dens.

CUBMASTER: Our Bear Cub Scouts have learned the ways of Baloo this year. We welcome them to learn the ways of Webelos Scouts to prepare for Boy Scouts. (*Bear Cub Scouts take off their neckerchiefs as they go through the arch and join Webelos Scouts. They hold their neckerchiefs as the Webelos Scouts are doing.*)

Wolf dens, please come through our arch. You have learned the Law of the Pack and are ready to learn the ways of Baloo. (*Wolf Cub Scouts take off their neckerchiefs as they travel through the*

arch and join the Bear Cub Scouts and Webelos Scouts, making a longer arch.)

Tiger Cubs who have been with us all year, please come forward without your adult partner. (*Tiger Cubs take off their neckerchiefs and walk under arch.*)

All Cub Scouts, please turn and face our audience. Parents, these Cub Scouts have learned and grown this year with your help. Please join me in the Hiking Applause (3 JUN) for our Scouts. (*All Cub Scouts return to their seats.*)

LEADER RECOGNITION

CUBMASTER: Will our leaders please stand as we call out their den's rank and be honored by our pack for their great effort this year. Our den leaders and adult partners who have guided ...

... our Tiger Cubs (*dens yell*)

... the Wolf den leaders (*dens yell*)

... the Bear den leaders (*dens yell*)

... the Webelos den leaders (*dens yell*)

The Cub Scouts, adults, and families in this pack thank you for your time, energy, and dedication. Let's give our leaders a Big Hand (*use the Big Hand Applause from Group Meeting Sparklers.*)

GAMES

Squirrel in a Tree

Two Cub Scouts stand about 3 feet apart, facing each other and holding each other's hands. This is the tree. When they lift their arms up forming an arch, another Cub Scout, the squirrel, runs into the space in the tree. The boys lower their arms, still holding hands to keep the squirrel safe. When the leader of the game signals, the tree lifts its arms and the squirrel runs out to find another tree. (Make sure there are more squirrels than trees.) Each time a squirrel does not get into a tree and is eliminated, take away a tree as well until there is only one tree and two squirrels. The one who gets into the tree first is the winner.

Above and Below

A game that can be played at the campfire.

Boys stand in a circle at the campfire. One at a time, call out the names of things that are found either above or below the ground. For example, strawberries grow above the ground, potatoes grow below the ground. When you call the name of something that is found above the ground, the players stand; if the thing is found

below the ground, the players sit. A player is eliminated if he responds incorrectly. The last player to remain in the game wins.

CUBMASTER'S MINUTE: LOOKING FORWARD

This is the time of year when we see the growth in our Cub Scouts. They are getting bigger, stronger, and more capable of taking care of themselves and those around them. Each of you Cub Scouts has grown this year. I know you will learn even more this summer at camp and in other summer activities. We look at the stars tonight and see the expanse of the heavens, which seem to have no end. You have a future like those stars. You can reach heights we only dream of today. Keep looking up and see that your destiny is unlimited!

CAMPFIRE CLOSING

As the campfire dwindles, use the opportunity to have a moment of sharing. Ask for volunteers who would be comfortable sharing what they are thankful for about Cub Scouting. *Suggestions:*

—Grateful for friends

—Thankful for learning new skills

—Happy to have an introduction to camping

—The crackle of a campfire is restful

SKIT: HIKE SAFELY

Equipment: Safety whistle, bright scarf or neckerchief

CUB SCOUT 1: Oh! Oh! Where is everybody? We must be lost! What do we do now?

CUB SCOUT 2: We should stay in one place. We can wait by this tree. Someone will find us!

CUB SCOUT 3: We should blow our safety whistle! (*Blows whistle.*)

CUB SCOUT 4: Let's use my neckerchief as a signal. (*Takes off neckerchief and holds it out.*)

CUB SCOUTS 5, 6, 7, and 8 (*running in*): We heard your whistle and saw your signal! We found you, we found you! Let's get back to camp! (*Everyone walks off.*)

AUDIENCE PARTICIPATION: SOUNDS OF THE FOREST

Read the following story, emphasizing the capitalized words, waiting for the response from each group. Ask one of the dens to hold up signs for each group as each response word or term is spoken:

Tiger Cub: *High growl*

Wolf: *Howl*

Bear: *Low growl*

Webelos: *Shout* "Loyal Scouts!"

Humans: *Shout* "Great campsite!"

Creatures from all over the land gathered together to talk about the best way to protect the lands in which they live. The BEAR said: "We large creatures watch the forests for fires and warn all creatures when we see danger. BEARS are good at that, but we can't get the HUMANS to be careful."

The WOLF and the TIGER CUB agreed. The TIGER CUB spoke next: "We love to play in the tall grasses, but the HUMANS are building things where we used to play." The BEAR and the WOLF looked sadly at the TIGER CUB.

The WOLF stood tall. "We need to teach the humans not to drop their garbage and leave it around our homes." The BEAR and the TIGER CUB agreed.

The WEBELOS stood up. "I am a HUMAN. I am a WEBELOS Scout. In our pack we learn how to protect the forest and the grasslands and all nature as TIGER CUBS, WOLF Cub Scouts, BEAR Cub Scouts, and WEBELOS Scouts. We help you by following the Outdoor Code."

"Hooray!" said the BEAR, the TIGER CUB, and the WOLF. "WEBELOS, you and your fellow Cub Scouts are welcome in our lands!"

SONG: CUB SCOUT CHANT

A rhythmic chant

Ask audience to repeat each line after the leader:

Tiger!

Tiger, Cub!

Tiger, Cub, Webelos!

Cub Scouts!

Jumping, running, noisy playing,
wanna be a Boy Scout!

Grow, grow, grow, little Cub Scout.

Den meeting treats are scrumptey-delicious!

Cookie, cookie, cookie, cookie,
cookie, cookie, YUM!

APPLAUSES

Hiking Applause. Have the group stand and stomp their feet and swing their arms as if hiking, saying "Stomp, stomp, stomp."

Campfire Applause. Have everyone stand and put their hands together and wiggle their fingers; say, “The campfire is beginning.” Hold hands a little higher with larger motion and say, “The campfire is building.” Hold hands up high and say, “The campfire is really bright—crackle, crackle, crackle.”

RUN-ON

CUB SCOUT 1 (*enters carrying two rocks, clapping them together*).

CUB SCOUT 2: Why are you hitting those rocks together?

CUB SCOUT 1: I’m having a rock concert!

CAMPFIRE REFRESHMENT TREATS

S’mores. Roast marshmallows on a stick over coals until soft. Place on half a graham cracker. Add one or two chocolate squares. Top with half a graham cracker.

Cake in Orange. Hollow out an orange. Mix a cake mix per directions and pour into the hollowed orange peel until two-thirds full. Cover with aluminum foil and cook in coals for 15 minutes.

Pig in a Blanket. Skewer hot dogs on sticks or a barbecue fork. Wrap them with half of a refrigerated, canned biscuit. Cook over coals until the biscuit is browned and the hot dog is hot.

June Pack Program Page: A-Camping We Will Go

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Map and Compass. Enjoy a family map and compass hike at a pack overnighter.

Cub Scout Sports

Softball or Flag Football. Organize a pack sporting event and fulfill the requirements for a Sports pin. Start with a review of the rules, warm up with stretching exercises, and follow with an active game.

FAMILY ACTIVITY

As a family, plan for the pack overnighter. Attend together and enjoy the outdoors. Let your Cub Scout show off the skills he has learned in Cub Scouting. On an outing, explore number 5 under “Knowing It’s Make Believe” in *Cub Scouting’s BSA Family Activity Book*. This activity calls for observing the billowing clouds and engaging in a discussion that relates what boys see as shapes to what some publications create as headlines.

DID YOU KNOW?

Cub Scout Outdoor Activity Award

Each program level (Tiger Cub, Wolf, Bear, Webelos) has a specific set of requirements to earn this award. Several requirements are from the advancement requirements in the boys’ handbooks. Other requirements involve selecting activities from a list of 13 outdoor activities. One of those is to participate in an outdoor campfire program.

GOOD TURN FOR AMERICA

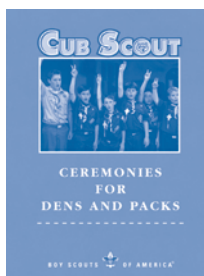
Ask the ranger at your camping area about a service project your pack



can perform during your pack overnighter. Try to do more than pick up litter. Moving debris to a recycling area, cleaning tools, and trimming vegetation on trails are suggestions of service Cub Scouts can give.

BSA RESOURCES HIGHLIGHT

Cub Scout Ceremonies for Dens and Packs (No. 33212). Use this book to get ideas and suggestions for indoor ceremonies, outdoor ceremonies, patriotic ceremonies, den ceremonies, and much more. Several ceremonial props are described; helpful hints to construct them are included.



PACK LEADERS’ PLANNING MEETING

The pack leaders meet a week or two before the June pack meeting to coordinate all elements of the meeting and outline den and pack activities for the July pack meeting.

Finalize the campfire planning. Make sure all dens have a part and there are no overlaps in content.

Plan a special welcome for graduating kindergarteners who have been recruited at special spring roundup events and will be joining the Tiger Cub den with their adult partners.

Plan summer pack activities. Make sure all pack families know the pack activity schedule to help the pack earn the National Summertime Pack Award.

The pack trainer leads Unit Leadership Enhancement No. 2, Annual Program Planning. Engage all pack leaders, den chiefs, and interested parents and guardians in this important planning

activity. For details on how best to organize and plan for this, see the *Cub Scout Leader Book*. Choose a topic for next month’s meeting.

LOOKING AHEAD

Plan the pack calendar for the coming school year. Make your membership coordinator aware of leadership positions needed to provide a full year of fun Cub Scout activities. Second-year Webelos Scouts will benefit from interaction with several local troops as they observe those Boy Scout troop activities.

PACK TRAINER HIGHLIGHTS

- New leaders recruited this spring can benefit from training to be ready to plan and execute their den programs. The pack trainer provides each leader with the date, time, and location of all appropriate training courses.
- Expedite Fast Start training for new Tiger Cub den leaders.
- Continue to offer transportation to pack leaders to attend the Cub Scouting roundtable.
- Identify the dates of your Cub Scout leader pow wow or University of Scouting and encourage all leaders to reserve the date on their calendars.

OUTDOOR IDEAS FOR EVERYONE

All boys and their families benefit from Cub Scout day camp or resident camp.

Tiger Cubs. New Tiger Cub dens can get organized by getting together for a summer planning picnic.

Wolf Cub Scouts. Find some friends and learn the game of tennis.

Bear Cub Scouts. Play badminton with your den.

Webelos Scouts. Review the Outdoorsman requirements before the pack overnighter.

A-Camping We Will Go: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.				
BEFORE THE MEETING STARTS	Have U.S. flag, playground ball or beanbag for Name Toss (see below), and materials for Flashlight Constellations (6 JUN).	Have fresh blades of grass (if not able to take meeting outdoors), aluminum foil for Drugstore Wrap (6 JUN), and ingredients for Flying Saucer Foil Desserts (6 JUN).	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Play Name Toss. As boys and adult partners arrive, have them join a circle. Each tosses the ball to someone in the circle, who states his name when he catches the ball.	Make Grass Whistles (6 JUN).		
OPENING	Teach Tiger Cubs the Cub Scout salute (<i>Bobcat requirement 7</i>). Recite the Pledge of Allegiance, in repeat-after-me fashion if necessary.	Call the name of each Tiger Cub. Have him respond with the Cub Scout sign and motto.	Take a Go See It to a neighborhood park or nature area. Conduct a Hiking Treasure Hunt (6 JUN) (<i>Achievement 5G</i>).	Participate in the monthly pack meeting by sharing Flashlight Constellations and information about the den's Go See It. Tiger Cubs and adult partners sign the thank-you note.
SHARE	Ask each Tiger Cub to share what he is looking forward to in Tiger Cubs.	Ask each Tiger Cub to share what he saw in the night sky during the past week.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	
DISCOVER	Show Tiger Cubs pictures of summer constellations. Make Flashlight Constellations (6 JUN). Ask Tiger Cubs to look for their constellation in the sky during the coming week.	Practice the Drugstore Wrap (6 JUN) method of foil cooking. If your facility allows, make Flying Saucer Foil Desserts (6 JUN). These may be heated in a conventional oven if necessary.	A Tiger Cub immediate recognition bead may be presented for participation and completion of <i>Achievement 5G</i> .	
SEARCH	Plan a Go See It to a park or nature area.	Discuss Hug a Tree (6 JUN) in preparation for next week's Go See It.		
CLOSING	Teach Tiger Cubs the Cub Scout sign (<i>Bobcat requirement 4</i>) and motto (<i>Bobcat requirement 6</i>). Give the Cub Scout sign while repeating the Cub Scout motto.	Tiger Cubs give the Cub Scout salute to their adult partner and then the den leader in thanks for a great meeting.		
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.				

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Bobcat requirements 4, 6, 7; Achievement 5G.

Welcome Tiger Cubs who have just joined your pack. They may have an opportunity this month to participate in a day camp experience with their adult partner or in a pack overnighiter with their entire family. Many may be unaccustomed to being in the outdoors. It is important to prepare them for the experience. Teach them some simple camping or cooking skills to help them succeed. We want their first camping experience to be a positive one so they will keep coming back for more.

HUG A TREE (OR POLE OR BENCH)

Tell your Tiger Cub that if he ever feels that he is lost, he should hug a tree (or a bench or pole if he is in a mall) in a conspicuous place (along a trail or in an open area), "make friends" with the tree, and wait to be found.



- Hugging a tree and even talking to it will calm a child and help prevent panic.
- Make sure the Tiger Cub knows that his adult partner would immediately retrace his steps as soon as he or she realized the Tiger Cub was lost. He would be found more quickly if he hugged a tree and stayed in one place.
- A lost child who stays in one place won't be injured in a fall while wandering around.
- Explain that if he is ever lost in the woods, he should try to form a large arrow with rocks, pointing to the tree he is hugging.
- All boys should wear a whistle when hiking or camping. Do not yell for help. Instead, blow the whistle every few minutes.
- Emphasize to the Tiger Cub that he should stay put with his friend, the tree (or bench), until he is rescued.

EXPLORE A TREE

Supplies: Blindfolds—one for each Tiger Cub and adult partner (Make sure that a child is OK with being blindfolded.)

Have each adult partner blindfold his or her Tiger Cub and lead him to a nearby tree. Encourage the Tiger Cub to feel the tree's bark and to feel its uniqueness. Specific suggestions are best; for example: "Rub your cheek on the bark." "Is the tree still alive?" "Can you put

your arms around it?" "Does it have any unusual shapes or features?" "Can you find plants growing on it?"

When the Tiger Cub is finished exploring the tree, his adult partner should lead him back to the starting point over an indirect route, then remove the blindfold. Now let the boy try to locate his tree without the blindfold.

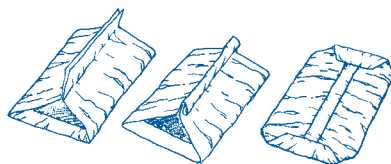
FLYING SAUCER FOIL DESSERTS

Ingredients: Cake doughnut, pineapple ring, large marshmallow, Maraschino cherry

Place pineapple ring on foil. Place doughnut atop pineapple. Stuff doughnut's center with marshmallow and cherry. Wrap foil tightly in drugstore wrap (see below). Cook on coals for 5 minutes.

DRUGSTORE WRAP

This method of wrapping will seal in juices and hold steam while cooking. You can use a cutout piece of craft foam to represent food items while practicing.



Place the food in the center of the foil. Bring the two long sides of the foil up together over the food; fold down in a series of overlapping folds to allow for heat and expansion. Fold each of the short ends over several times and crimp closed.

HIKING TREASURE HUNT

Make a list of 10 things that might be seen along the hiking trail. Give each Tiger Cub team a list and encourage them to look for the items as you hike. This will encourage boys to be observant along the way instead of in a hurry to reach the destination.

GRASS WHISTLE

Have the Tiger Cub form his hands into two loose fists with thumbs out and pointing upward. Position a wide blade of grass tightly between the two thumbs. Have him bring the part of his thumbs that is between the joints next to his mouth, purse his lips, and blow as if he were blowing out a candle. With some adjusting and experimenting, Tiger Cubs can produce a whistle when the grass vibrates.

FIRST AID KIT

Materials: Plastic 35mm film canister or similar plastic container with lid, paint pens, chenille stem, adhesive bandages, antiseptic wipe

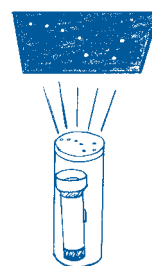
Have adult partner punch two holes, one on either side and near the top of the canister. Decorate the canister with paint pens. Put the ends of the chenille stem through the holes—leaving enough of the length for a belt loop—and twist the ends down on the inside of the canister so there are no sharp points. Fill the canister with adhesive bandages and an antiseptic wipe.

FLASHLIGHT CONSTELLATIONS

Teach Tiger Cubs some simple constellations to identify in the night sky during their summer camping trip.

Materials: Potato chip canister with plastic lid, marker, awl or large darning needle, flashlight, illustrations of constellations currently seen in the night sky

Have Tiger Cubs choose a constellation and copy its design on the canister lid using a marker. Using an awl or large darning needle, adult partners punch holes in the marked locations. Place a flashlight in the canister shining upward. In a darkened room, the stars will appear on the ceiling.



A-Camping We Will Go: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Recycle game (8 JUN).	Have materials for knot tying. Have supplies for can Portable Stove (8 JUN) and pancake mix for cooking pancakes.	Call the destination of your outing to confirm arrangements, times, fees, etc. Have supplies for a treasure hunt; have U.S. flag and activity supplies.	Have a ball for kickball. Have ingredients for foil packet meals (8 JUN).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Play Recycle game (8 JUN, <i>Achievement 7c</i>).	Collect permission slips. Den chief or assistant den leader teaches the boys how to tie a proper overhand knot and a square knot (<i>Elective 17</i>).	Collect permission slips. Review outdoor safety guidelines (<i>Elective 23b-d</i>).	Boys sign thank-you note or card to thank parents who helped with the outing last week. Play kickball (<i>Elective 4f</i>). Start the cooking fire.
OPENING	Cub Scouts stand in a circle and recite the Cub Scout Promise.	Have the boys repeat the Leave No Trace pledge (<i>Wolf Cub Scout Book</i>).	Plan for <i>Elective 18e</i> —plan a treasure hunt.	Open the meeting with the den yell.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the outdoor theme. Review requirements for different outdoor awards including the Leave No Trace Awareness Award and the World Conservation Award.	Assign boys for outdoor flag ceremony next week. Complete the Character Connection for Respect (<i>Achievement 7</i>).	Cub Scouts perform an outdoor flag ceremony (<i>Achievement 2</i>).	Review the activities done during the outing last week.
ACTIVITY	Take the boys on a walk outside the den meeting area. Carry trash bags from the Recycle game to pick up any trash you may find. Point out the different plants and trees. Point out poisonous plants: either live or using pictures (<i>Achievement 10c</i>).	Make Portable Stoves (8 JUN). Cook an easy treat such as pancakes.	Host an outdoor activity for the den. Go to the park; have a treasure hunt. Or go to a wooded area and practice nature identification. At the end of the trip, lead a reflecting discussion with boys about their outing.	Make a foil packet meal and cook outdoors (<i>Achievement 8e</i>). While dinner is cooking, practice the demonstration for the pack meeting.
CLOSING	Sing "America the Beautiful" (<i>Elective 11c</i>). Send home permission slips for outing on THIRD WEEK .	Den leader asks, "What is the Cub Scout motto?" (Boys respond with "Do Your Best!")		Review the details of the pack meeting. Sing "Taps" (<i>Elective 11c</i>).
Denners supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK .		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 2f, 7; Electives 4f, 23.

Let's experience the "outing" in Scouting! This month Cub Scouts head outdoors for den meetings and activities. Perhaps have a backyard campout with the family. Pitch a tent or sleep under the stars. Boys can prepare for success through activities done in the den meeting as they participate in the pack campout this month. Boys can be reminded that they will benefit in many ways as they attend the day camp or resident camp in your district and council.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 8*, Cooking and Eating: Boys cook meals at home.
- *Achievement 9*, Be Safe at Home and on the Street. Cub Scouts review bike safety.
- *Elective 23c*, Let's Go Camping: Cub Scouts learn what to do if they get lost—knowledge that will help them be safe and know how best to handle the situation.

RECYCLE GAME

(*Achievement 7*)

Materials: Three boxes labeled *Paper*, *Glass*, *Plastic/Metals*; a selection of paper, glass, plastic, and metallic materials, suitable for recycling; two large trash bags; gloves for boys (or use inexpensive, nonresealable sandwich bags)

Fill two large trash bags with various materials to be recycled. Line boys up into two teams. Boys must put on gloves (or protect their hands with plastic sandwich bags). Each team then sorts the contents of its trash bag into the correct recycling bins or boxes. The first team done wins.

EASY FOIL PACKET MEALS

Materials:

Charcoal or gas grill (adult supervision required)

Heavy-duty foil, cut into pieces approximately 12 by 18 inches

Ingredients:

2 pounds lean ground beef

1 onion, sliced

1 (16-ounce) package baby carrots

4 potatoes, peeled and sliced

Seasoned salt to taste

Salt and black pepper to taste

Other condiments: Worcestershire sauce, barbecue sauce, salsa, mustard, ketchup

Preheat grill to medium-high heat. Have boys wash their hands, form ground-beef patties, and place each patty on a piece of foil. (If necessary, use double layers of foil.) Layer each hamburger patty with onion slices, carrots, and potato slices. Season to taste with seasoned salt, salt, and pepper. Add any other condiments on top.

Wrap foil around food and seal each packet tightly, using the drugstore wrap.

Grill 30 minutes, or until the potatoes are tender. Carefully open each packet (the escaping steam will be very hot) and serve.

Alternatives: Chicken breast and fish also cook well in foil.

EDIBLE CAMPFIRE

Materials and ingredients:

Napkin—represents a cleared area

Miniature marshmallows—to form fire circle

Small cup of water—to extinguish fire

Shredded coconut—kindling

Skinny pretzels—tinder

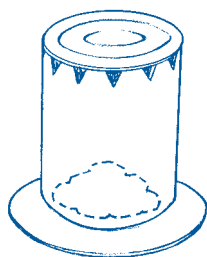
Fat pretzels—fuel

Candy corn—fire

Use this activity to teach proper fire-building techniques. Using examples in the *Cub Scout Leader Book*, show pictures of different types of fires. Let the Cub Scouts build them in miniature. As boys build their individual "fires," explain why each step is important. After the fire is built, enjoy eating this treat.

PORTABLE STOVE

Materials: 3-pound tin can (school kitchens have large cans and may save them for you), triangle-punch can opener, charcoal, pie tin



Make the stove: Clean the tin can. Punch holes around the top (these function as air holes for circulation).

To use: Start charcoal in the pie tin. Place the stove on top of the pie tin. The top (which is the bottom of the can) becomes a stove surface. Use the stove to cook pancakes, fried eggs, toast, or bacon.

BOYS' LIFE INSPIRATION

Try the recipes from *Boys' Life*. Every year the magazine publishes a contest for reader-original recipes to try.

CAMPING SKIT

If your den is stumped for ideas for a skit or stunt, check the "Think and Grin" pages of *Boys' Life*. You'll find lots of jokes that can easily be adapted for short, punchy skits. You may have to pad them a little, but the punch line is ready-made. Boys enjoy two-person vaudeville and riddle routines.



To end a skit: Practice the "heel click." It makes a fun end to any skit. To perform: Click heels twice while off the ground.

BAKED APPLES

Ingredients: Apples, aluminum foil, fillings (see below)

Core apple and add fillings such as marshmallow, sugar, fruit, cherries, chocolate drops, or syrup. Completely cover with aluminum foil and seal the edges. Place in coals and leave for 10 to 15 minutes.

A-Camping We Will Go: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have a compass available for Changing Winds game (10 JUN), tents, U.S. flag.	Gather materials for Edible Campfire (8 JUN) and Egg Carton Fire Starters (10 JUN). Have U.S. flag.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for making hiking sticks (10 JUN); reproduce the Camping Word Search (10 JUN); have U.S. flag.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Play Changing Winds game (10 JUN).	Collect permission slips. Assemble Edible Campfire.	Collect permission slips.	Boys sign thank-you note or card. Do the Camping Word Search (10 JUN).
OPENING	Form a horseshoe around the flag and recite the Pledge of Allegiance.	Denner leads the Cub Scout Promise.		Recite the Law of the Pack.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the camping theme that the pack meeting will center around. Review the essentials that are recommended for a campout (<i>Elective 25a</i>).	Discuss campfire safety. Emphasize that matches are to be used under adult supervision only.	Take a trip to your local council camping facility. At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice the song that was chosen for the pack meeting performance. Have the boys make their own hiking sticks (10 JUN).
ACTIVITY	Den chief helps boys with Tent Up and Tent Down game. Choose a song from the <i>Cub Scout Songbook</i> to sing at the pack meeting. Your den chief will have suggestions, too.	Make Egg Carton Fire Starters (10 JUN). Play Find the Leader (<i>Cub Scout Leader How-To Book</i>).		Play the Trail Signs game (10 JUN). Talk about what to do in an emergency while on a hike (<i>Elective 25</i>).
CLOSING	Boys give their den yell. Send home permission slips for outing on THIRD WEEK.	As boys leave, they use the Cub Scout handshake with the den leader.		Form a semicircle around the U.S. flag. In turn, boys take a step forward, salute, and step back. Sing "Taps" (<i>Cub Scout Songbook</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.	Den leader confirms arrangements for next week's outing.	Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Elective 25.

A-camping we will go, a-camping we will go—heigh-ho the derry-oh, a-camping we will go! This month, practice the many camping familiarization activities that are covered in *Elective 25*. Boys can learn about fire building, trail signs, how to read a compass, and how to set up a tent. This is great preparation for the years of Scouting and many outdoor activities to come.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 3g*, What Makes America Special? Fly the flag for Flag Day on June 14 plus two more national holidays to earn this achievement.
- *Achievement 9g*, What's Cooking? Cook something outdoors with an adult.
- *Achievement 12a*, Family Outdoor Adventures: Go camping with your family.
- *Elective 25*, Let's Go Camping: Attend day camp or resident camp.

GAMES

Changing Winds

Use a compass to establish the four main directions in a room. Have all boys stand facing one player, who is the "wind." The wind tells the direction he is blowing by saying, "The wind blows ... south." All players must face south. If a player is already facing that direction and moves, he is out. The wind may confuse the players by facing any direction he chooses. Players turning the wrong direction are out. The winner is the last player still in the game.

Tent Up and Tent Down

You will need one tent for each team. This is a good game for two boys and a boy's parents or three to four boys on each team. The object of the game is to see which team can set up their tent in the fastest time—and *the tent must stay up*.

Hunker Down

Equipment: Rope; two small pedestals from 6 inches to 1 foot high, placed about 6 feet apart (pedestals could be tree stumps, wood blocks, overturned five-gallon cans filled with water or sand for stability, etc.)



Each player hunkers down on his pedestal, holding the end of a 15-foot rope. On signal, they begin reeling in the rope, tightening and slackening it to unbalance the opponent and make him fall off his pedestal.

Trail Signs

Play this game in the backyard or playground. Divide the den into two groups. The first group lays the trail; the second group—the trackers—must see if they can follow it all the way to the end. Before the game, have the boys figure out the trail code together so they all know what the signs mean. Let the trail layers finish laying the trail on the ground before the trackers set off.

Message:	Twigs	Stones	Leaves
Go straight			
Turn right			
Turn left			
Turn around and go back			
Not the way			
Cross the stream			
Gone home			

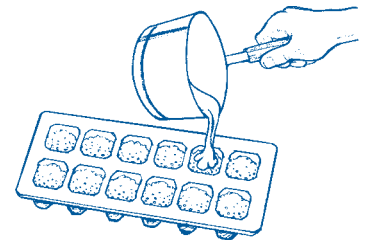
HIKING STICK

Materials: Twine, beads, feathers, scissors, glue, permanent markers; for each boy a sturdy, dry, fallen branch a little longer than from the floor to the boy's waist

Remove small branches and bark from the sticks. Boys decorate the tops of their hiking sticks and mark their names on them.

EGG CARTON FIRE STARTERS

(Make these in your den, but only with close adult supervision and assistance.)



Fill cups of a cardboard egg carton with sawdust, dryer lint, or shredded paper. An adult melts paraffin and pours it into the cups. When the paraffin cools, you can break the sections apart. One carton will make 12 fire starters. Take these starters to campouts and use them to start a campfire or charcoal briquettes.

CAMPING WORD SEARCH

Reproduce the word search and give to Cub Scouts. Words may be found diagonally, forward, backward, up, or down.

- | | |
|--------------|---------|
| Wood | Fun |
| Campfire | Compass |
| Tent | Map |
| Sing | Whistle |
| Sleeping bag | Hiking |
| Backpack | Stars |
| Kindling | |

S	G	N	I	L	D	N	I	K	R	G
R	L	T	A	N	L	E	S	K	A	R
A	H	E	F	E	R	S	C	C	W	E
T	N	N	E	G	A	A	E	A	H	H
S	O	T	H	P	T	R	B	P	I	T
R	P	O	M	U	I	S	L	K	S	E
W	O	O	D	F	A	N	I	C	T	S
E	C	T	P	U	G	N	G	A	L	C
G	F	M	S	N	G	I	D	B	E	S
B	A	N	I	D	S	F	C	M	A	P
C	E	S	C	O	R	T	E	H	U	G

Not only is it important to do your best when you try new sports, it's also important to understand the rules of being a "good sport" no matter how the game goes. Play ball, soccer, tennis, or any sport. Learn about a sport you've never played before. Have a sports competition with another Cub Scout pack in your area. Have athletes from a local high school or college speak at your den or pack meeting. Ask them to teach you about their sport. Learn a sport you can play with your family: golf, tennis, bowling, swimming, or skating. Have a pack sports day. Cub Scouts can create an obstacle course for the pack to enjoy while earning the belt loop and pin for Physical Fitness or any of the many Cub Scout Sports.

PACK PLANNING

From start to finish this month, the pack meeting will be filled with action. Appoint the following committees to help with the pack meeting:

Site Committee. Arrange for a suitable location for playing the selected sport. A location with a covered pavilion may be desirable. Ensure that water and trash cans are available.

Promotion Committee. Provide information about the location, time, and equipment for families to bring, such as baseball gloves or other sports equipment. If the location is away from the usual meeting place, provide directions.

Decorations Committee. Prepare welcome and directional signs. Hang sports equipment around the meeting area.

Program Committee. Arrange for U.S. flag and stand. Acquire needed sports equipment. Coordinate den demonstrations and activities.

Refreshments Committee. Prepare refreshments.

Welcoming Committee. Welcome families as they arrive. Create name tags in the shape of sports equipment. Provide materials for the gathering activity.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Sportsmanship.** Boys learn the importance of being good sports. They also learn that being fit improves their ability to play any kind of sport.
- **Good citizenship.** Playing fairly, taking turns, and cheering others on are qualities of a good citizen.

This theme is designed to promote character development by emphasizing these core values:

- **Perseverance.** Learning a new sport and improving one's skills requires patience and determination.
- **Cooperation.** Many sports give boys practice in working together as a team.

MEMBERSHIP MOMENT

Conduct a sports clinic or tournament at your neighborhood park for one of the Cub Scout Sports. Have Cub Scouts invite prospective members. Place posters or fliers in community locations. Work on requirements for the belt loop or pin. Don't forget to bring a supply of membership applications!

Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up their part for the pack meeting. Because this month's pack meeting may be in a different location, the promotion committee will have distributed the needed information. The decorations committee will hang directional signs to guide pack members to the meeting location and welcoming signs to assure them they have found where the fun is.

GATHERING

Greeters welcome families as they arrive and give everyone a name tag. Give instructions for Ball in the Bag and Tennis Ball Bounce (2 JUL).

Keep track of the members of the pack who attend tonight's meeting. Attendance is needed for the National Summertime Pack Award.

MAIN PART OF THE MEETING

Opening

Preselected Cub Scouts give the America opening ceremony (2 JUL). Or choose an alternate ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout gives the Play Fair prayer (2 JUL).

Icebreaker

The assistant Cubmaster asks the audience questions from the Sports Quiz (2 JUL).

Welcome and Introductions

The Cubmaster, dressed as an athlete or a referee, says: "Welcome to our summertime pack meeting. Welcome to all new Cub Scouts and parents and special guests. It's time now to have some fun, so let's play ball!"

Song

The pack song leader leads "My Favorite Sport" (3 JUL). Other possibilities can be found in the *Cub Scout Songbook*. Consider a rousing version of "Head and Shoulders, Knees and Toes" to warm up everyone for the activities to follow.

Den Demonstrations

Dens contribute songs, skits, or demonstrations of their activities this month.

Games

Invite families to play baseball and other sports for which you have prepared.

Recognition

The Cubmaster and assistant Cubmaster present awards using the Sportscaster advancement ceremony (3 JUL). Other recognition ceremonies are found in *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Give information about upcoming day camps and other camping opportunities. Be sure everyone knows what the boys should bring and what time to meet. Announce the pack's plans for any upcoming service projects.

Cubmaster's Minute

The Cubmaster gives the "Play Fair" Cubmaster's Minute (3 JUL).

Closing

The Cubmaster asks boys to repeat the Good Sport Code (3 JUL). Give boys Good Sport Award certificates.

Refreshments

Invite families to the refreshments area. The refreshments committee serves Sporting Cupcakes (3 JUL). Remind everyone to put cupcake papers and napkins in the trash can.

Cubmaster Corner

YOUNG ATHLETES' BILL OF RIGHTS

Review and consider each point of the Young Athletes' Bill of Rights (found in the *Cub Scout Academics and Sports Program Guide*):

1. The right to participate in sports.
2. The right to participate at his own level of ability and maturity.
3. The right to have qualified adult leadership.
4. The right to a safe and healthy environment.
5. The right to share in leadership and decision making.
6. The right to play as a child, not as an adult.
7. The right to proper preparation.
8. The right to an equal opportunity to strive for success.
9. The right to be treated with dignity.
10. The right to have fun in sports.

How do you integrate Cub Scout Sports into your pack meeting? Take bits and pieces and add them to your program. For an opening game, have the Cub Scouts do stretching activities. For a fun middle activity, play a game of baseball, kickball, soccer, or whatever sport. For a closing, discuss sportsmanship and one or more points of the Young Athlete's Bill of Rights.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: BALL IN THE BAG

Materials: Pillowcase, assorted sports balls (golf ball, tennis ball, baseball, etc.), timer, paper, pencils

Fill the pillowcase with assorted sports balls. Using the timer, allow each person 10 seconds to reach in and feel what is inside. Each person then writes down what he thinks is in the bag. Remind players to be specific—"golf ball" or "tennis ball." Do not share findings with other players. The person with the most correct items listed wins.

GATHERING ACTIVITY: TENNIS BALL BOUNCE

Equipment: Buckets, tennis balls
Players stand 6 to 8 feet from bucket. Boys try to bounce tennis balls into the bucket. Allow five tries for each player.

OPENING CEREMONY: AMERICA

Equipment: Print the letters of the word *AMERICA* on poster board. Print the line to be said on the other side of the board.

A *A is for athletes who do their best.*

M *M is for muscle building, putting us to the test.*

E *E is for exercise, building strength and brawn.*

R *R is for running—just look, then we're gone.*

I *I is for individuals who try to achieve.*

C *C is for courage to do and believe.*

A *A is for active, and active we'll be.*

DEN CHIEF: We're proud to live in America, the home of the free. Please stand and repeat the Pledge of Allegiance.

OPENING CEREMONY: ALL-STAR TEAM

Equipment: 10 stars with letters to spell *DO YOUR BEST*. Print the line to be said on the other side.

ASSISTANT CUBMASTER: Let me introduce you to some of the members of our all-star team! They are part of our all-star team because of their attitude and determination, and because they practice the Cub Scout motto. (*Each boy comes forward in turn, displaying his letter while saying his part.*)

D Doing things for others in need,

O One step to doing a good deed.

Y You bet! A response that we give,

O Our promise we want to live.

U Under one flag we proudly stand,

R Ready to learn about our great land.

B Beauty, we look for it each day.

E Eagerness, we all should display.

S Service and love toward others,

T Thankful for making us brothers.

PRAYER: PLAY FAIR

Help us to play by the rules and to play fair. Help us to be good sports no matter who wins. Amen.

ICEBREAKER: SPORTS QUIZ

1. What famous baseball player said: "Ninety percent of this game is half mental"? (Yogi Berra)
2. A "puck" is used in which of the following sports?
 - a. Rugby
 - b. Hockey
 - c. Lacrosse(b. Hockey)

3. True or False: There are no goal lines in tennis. (True)
4. True or False: There are six players on a basketball court at the same time. (False)
5. In what sport would you find a fairway? (Golf)
6. True or False: Bowling balls are made of wood. (False)
7. A foul shot is done in:
 - a. Rugby
 - b. Tennis
 - c. Basketball
(c. Basketball)
8. When a football official raises his hands above his head, he is signaling:
 - a. Score
 - b. Time-out
 - c. Penalty
(a. Score)

SONG: MY FAVORITE SPORT

Tune: "Row, Row, Row Your Boat"

Swing, swing, swing the bat;

The ball flies out of the park.

Run the bases 'round the field:

Baseball isn't hard.

Bounce, bounce, bounce the ball,

Up and down the court.

Dribbling, dribbling, dribbling, dribbling;

Basketball's my sport.

Swim, swim, swim some laps,

In the swimming pool.

Breaststroke, backstroke, butterfly;

Swimming is so cool!

ADVANCEMENT CEREMONY: ALL-STARS IN OUR PACK

Personnel: Cubmaster dressed as umpire

Equipment: Awards attached to sports equipment (pictures or small toys)

Tonight we are here to honor the All-Stars of Pack_____. These boys have practiced long and hard and deserve recognition for their excellence, their persistence, and their accomplishments.

We would like to call up All-Star (name) and his coaches, (his family). He hit a home run this month and is receiving his (award). (Present award attached to baseball bat. Continue with other awards attached to sports gear.)

- He was on the ball this month ... (baseball)
- He was a real slam dunk ... (basketball)
- He kicked into gear this month and scored a goal ... (soccer ball)

- His performance was up to par. He hit a hole in one! (golf ball)
- He made a big splash ... (swimming goggles)
- He sprinted to the finish line ... (track shoes)
- He rolled strikes and bowled a perfect game ... (bowling ball)
- He tackled a lot this month ... (football)

ADVANCEMENT CEREMONY: SPORTSCASTER

Personnel: Assistant Cubmaster as sportscaster; Cubmaster as roving reporter (both wearing suits)

Equipment: Microphone; table; papers on table, as if for news copy or broadcast script

SPORTSCASTER (sits at table and handles papers): Welcome to our newscast. It's been a big month for sports. Our lead story tonight is the Rookie-of-the-Year Award. Joining the Bobcat team recently is (name). We now take you live to our roving reporter, who is on the scene.

ROVING REPORTER (holds microphone): How does it feel to join the Bobcat team during your first season with the Cub Scout pack? (Holds out microphone for response.) We're sure you'll be a valuable player in the years to come! (Presents award, then says, "Back to you.")

The ceremony continues with each advancing Cub Scout and the roving reporter conducting brief interviews before presenting awards.

Awards:

(Recipient's name) ...

- ... hit a grand slam at (rank) stadium.
- ... got a hole-in-one in the (rank) open.
- ... brought home the gold in the (rank) event.
- ... won the triple crown (three awards).
- ... sunk a 3-point basket on (rank) court.
- ... hit the bull's-eye in the Arrow of Light invitational.
- ... is going to the (rank) bowl.

Interview Questions:

- Will you be back here again with another award soon?

- What advice can you give to others wanting to achieve what you have accomplished?
- Will you be able to adjust to playing on a new team?
- What is the most important thing you have learned through all this?
- What will your next big challenge be?
- Who has been instrumental in helping you achieve this award?
- Did you ever feel like giving up?

CUBMASTER'S MINUTE: PLAY FAIR

What is good sportsmanship? You might say it is being a good loser. That's part of it. Nobody likes to lose. But when you do lose, you should grin and bear it. Don't complain about bad luck or wrong decisions by the officials. Just make up your mind to do better next time.

But there's more to good sportsmanship than being a good loser. It also means playing fair. A good sport does not cheat. He plays by the rules, even if he knows he could cheat and get away with it. You will never know if you are good at something unless you follow the rules.

A good sport plays hard. He plays to win—but to win fairly. Remember, whether you win or lose at any event, you are all winners in life.

CLOSING CEREMONY: GOOD SPORT CODE

Repeat each rule:

1. Obey the rules.
2. Never brag when you win.
3. Don't quit when you're losing.
4. Take turns.
5. Help others enjoy the game.

Ask boys if they can live by the Good Sport Code. Present boys with Good Sport Award certificates.

CLOSING CEREMONY: SPIRIT OF SPORTSMANSHIP

Cub Scouts give the Cub Scout sign and repeat:

We promise that we will take part in the true spirit of sportsmanship. We will respect and abide by the rules that govern the sports we play, for the glory of the sport and the honor of our pack.

REFRESHMENTS: SPORTING CUPCAKES

Bake cupcakes. Cool. Frost with appropriate color frosting. Using sports

balls as your guide, re-create details with red and black licorice, or pipe with red and black icing.

APPLAUSES AND CHEERS

Go-Team Cheer. Stand and yell, “Go, team!”

Golf Cheer. Yell, “Fore!” and pretend to swing a golf club. Place hand above eyes to follow where the ball went.

Home-Run Cheer. Pretend to swing

a bat, and yell, “Run, run, run, slide!”

The Ball Applause. Hold any type of ball in your hands. When you are holding the ball, everyone is quiet. When the ball leaves your hands, everyone cheers. Try bouncing the ball, tossing it to another person, and faking a throw.

SCORE! Cheer. Audience repeats: S (S) ... C (C) ... O (O) ... R (R) ... E (E). What’s that spell? **SCORE!**

RUN-ONS

CUB SCOUT 1: What do baseball players eat on?

CUB SCOUT 2: Home plates!

CUB SCOUT 1: What is the quietest sport in the world?

CUB SCOUT 2: Bowling. You can hear a pin drop.

July Pack Program Page: Be a Sport

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Collecting. Many people collect baseball cards. Boys could start or add to their own baseball card collection and earn the Collecting belt loop and pin.

Cub Scout Sports

Physical Fitness. Boys learn that they need to be physically fit if they are going to participate in sports and be the best athletes they can be. The strongest athletes eat properly, do not use drugs or alcohol, and exercise regularly. This is a good month for boys to earn the Physical Fitness belt loop and pin.

FAMILY ACTIVITY

Families make lasting memories when they play together. *Cub Scouting’s BSA Family Activity Book* is full of suggested activities.

DID YOU KNOW?

Guidelines for Changing Lyrics to Patriotic Songs

Putting new words to popular songs is part of the fun of Cub Scouting. However, Scouts should refrain from changing the lyrics to “America,” “America the Beautiful,” “God Bless America,” and “The Star-Spangled Banner.” Help the boys in your pack learn the correct lyrics to these patriotic songs.

GOOD TURN FOR AMERICA

Make arrangements for your pack to perform a flag ceremony at a Fourth of July celebration being held this month.



BSA RESOURCES HIGHLIGHT

“Adaptations for Individuals With Disabilities,” *Cub Scout Academics and Sports Program Guide* (No. 34299); “Cub Scouts With Disabilities,” *Cub Scout Leader Book* (No. 33221). Cub Scout leaders want the boys in their den and pack to have a positive experience in all aspects of Cub Scouting. Some Cub Scouts may have difficulties playing some sports, but with simple modifications they will be able to participate to the best of their ability. These resources will help you help them.

PACK LEADERS’ PLANNING MEETING

The pack leaders meet one or two weeks before the July pack meeting.

Den leaders turn in advancement records of those boys who will be receiving awards.

Determine the team sport to be played during the pack meeting. Assign items of equipment to be brought by individuals. Ideally, this pack meeting will be held outdoors, but have a plan B in case of inclement weather.

Review any public event in which the pack will be involved either in participation or presenting a display.

Begin preparing for next month’s Fun in the Sun theme. Determine whether the pack will present a kite-flying contest, a Cubmobile derby, or an assortment of games. Secure the location and be prepared to share the details at this month’s pack meeting.

What is the pack doing for a service project? Finalize details and be prepared to invite all pack members to participate.

The pack trainer conducts the Unit Leadership Enhancement that best meets the pack’s needs. The *Cub Scout Leader Book*, chapter 28, has various topics to choose from. Choose a topic for next month if needed.

LOOKING AHEAD

Plan to conduct the annual pack planning conference for the coming year. See the *Cub Scout Leader Book* for an outline and suggestions to make this a productive meeting. Provide paper copies of the calendar to be available at the fall recruiting events and for all new families.

PACK TRAINER HIGHLIGHT

Evaluate the training needs of the pack’s leaders. Keep them informed of upcoming Cub Scout Leader Basic Training activities and events. Remind leaders to attend the Cub Scout leader roundtable. Leaders may be more inclined to attend when they can car-pool together and share the many ideas presented.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Tiger Cubs and adult partners can go fishing.

Wolf Cub Scouts. Compete in any of the many sports listed in Achievement 20.

Bear Cub Scouts. A game of ultimate gives Bear Cub Scouts the chance to work on their skills.

Webelos Scouts. Play a game of flag football in the park.

Be a Sport: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING	Collect supplies for the Sport Neckerchief Slides and Pop Bottle Poofball (6 JUL).	Have U.S. flag in place; collect supplies to make sun visors and ice cream (6 JUL).	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Design your own Sport Neckerchief Slide.	Make sun visors and decorate them (6 JUL).		
OPENING	Recite the Tiger Cub Sportsmanship Pledge (6 JUL) in a repeat-after-me fashion.	Say the Pledge of Allegiance and the Cub Scout motto.		
SHARE	Ask the Tiger Cubs who their sports heroes are and why, or ask what their favorite sport is and why.	Have boys share their collections (<i>Elective 16</i>).	Take a Go See It to a baseball game (<i>Achievement 3G</i>) OR	
DISCOVER	Do the Starter Cheer (say, "Ready, set, go!") and then go outside and play Pop Bottle Poofball (6 JUL).	Mix ice cream ingredients. Play Ice Cream Toss (6 JUL) and eat the ice cream at the end of the game.	Take a Go See It to a public swimming pool that has a lifeguard on duty and play safely in the pool with your adult partner (<i>Elective 40</i>).	<p>Participate in the monthly pack meeting by sharing the sun visors, neckerchief slides, and information about the den's Go See It.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
SEARCH	Serve a sports drink, or a slice of fruit and water. Plan this month's Go See It.	Finalize plans for next week's Go See It. If you are going swimming, discuss water safety. If you are going to a ball game, talk about the importance of staying with the group. Review the rules of the game (<i>Achievement 3G</i>). In either case, talk about the sun and the importance of using sunscreen (<i>Elective 29</i>).	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing. A Tiger Cub immediate recognition bead may be presented for participation and completion of <i>Achievement 3G</i> .	
CLOSING	Ask the boys to bring a collection to share next week. Say the Cub Scout Promise (<i>Bobcat Requirement 1</i>).	Form a Living Circle and recite the Tiger Cub Sportsmanship Pledge (6 JUL).		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.</p>				

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 3G; Electives 16, 35.

Let the games begin! This month's theme, "Be a Sport," is a great opportunity to get the boys playing games and practicing how to be good losers and graceful winners. The Character Connection this month is Perseverance; while some things might be difficult at first for the Tiger Cubs, encourage them to keep trying and to do their best. The boys will take the Tiger Cub Sportsmanship Pledge, then play Pop Bottle Poofball (*Elective 35*). They'll make a neckerchief slide of their favorite sport and share their favorite collection (*Elective 16*). Whether they take a Go See It to a baseball game (*Achievement 3G*) or go swimming (*Elective 40*), don't forget the sunscreen, and remember to drink plenty of water or sports drinks.

CHARACTER CONNECTION: PERSEVERANCE

Perseverance is sticking with something and not giving up, even if it is difficult. Sports can be difficult; it takes practice to be good at them. Help the Tiger Cubs realize that working hard at something and doing their best is all we ask of them. Encourage them not to give up when something seems hard but continue until they have done the best they can.



Discussion points can include:

- What things are hard for a Tiger Cub to do?
- How does it feel when you try and try to do something? That is perseverance.
- Do you think that sports stars ever found playing their sport difficult and wanted to quit?
- What will you persevere at this week?

GAME: POP BOTTLE POOFBALL (*Elective 35*)

Materials: Empty 2-liter pop bottle with cap for each boy, a 6- to 8-inch-diameter foam ball, three pieces of cardboard for two bases and home plate

Field setup: Position two bases and home plate in a triangle, an equal distance from each other.

One boy bats at a time; the other boys have a position or play in the outfield. After the batter bats and his run is complete (i.e., he made a home run, is stopped on a base, or is out), the boys rotate. Suggested rotation: Left outfielder to center fielder, to right fielder, to first baseman, to second baseman, to catcher. When the runner gets an out or gets a home run, he then goes to the left outfield.

The batter throws the ball in the air and hits it with the pop bottle in the direction of the outfield. Once the ball

is hit, the batter runs to first base. The rest of the boys try to get the ball and hit it to the first baseman with their bottle-bats. The runner is out if he gets hit with the ball when he is not on a base or if someone catches the ball he hit before it hits the ground. Use a tee to hold the ball steady after a Tiger Cub has one or two strikes. The runner gets a point if he makes it all the way home without being put out.

TIGER CUB SPORTSMANSHIP PLEDGE

As a Tiger Cub, I promise to be a good sport,

To play the games by the rules,

To include everyone in the games, and

To be a good loser and a graceful winner.

SUN VISORS

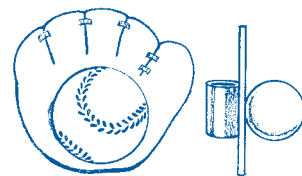
Materials: Craft foam (heavier is better), hole punch, ½-inch elastic, scissors, ballpoint pens

Before the meeting, the den leader cuts out the visors, following the illustration. The boys draw pictures on the craft foam (using ballpoints, not felt pens). Or have foamy cutouts available for them to glue on. Reinforce the area to be punched with a small round of foam; it will reduce the tearing when boys pull on the elastic. Punch holes in both small ends of the visors about ½ inch in from the edges. Cut a piece of elastic about 8 inches long. Thread the elastic through the holes and tie a knot in each end. Adjust knots so the visor fits loosely but stays on the boy's head. Now go out and enjoy the sun!



SPORT NECKERCHIEF SLIDE

Materials: Round, football-shaped, or mitt-shaped pieces of craft foam; polystyrene foam balls, wooden balls, plastic balls, golf tees, miniature helmets, or other sports equipment miniatures; leather,



paint, paintbrushes, markers, ½-inch-long pieces of PVC pipe, glue

Paint balls as necessary ahead of time so they will be dry. Cut out shapes ahead of time or have an adult help the boys, if they need it. The boys can use markers, ballpoint pens (for craft foam), or paints to decorate the balls and craft foam. Glue a piece of PVC pipe to the back.

Hints: Break off the pointed end of a golf tee and embed the broken end into a plastic foam ball to prevent injury to boys in case they fall on it. Inserting a toothpick into a foam ball before you paint it makes the ball easier to work with; the toothpick's other end can be stuck into a foam box (like an empty takeout food container) to keep the ball from touching anything as it dries.

ICE CREAM TOSS

Use the recipe for "Ice Cream in a Bag" from the *Cub Scout Leader How-To Book* to make up the ice cream in recloseable plastic bags. Have one bag per boy (and one for any parent who wants one). Have the boys toss the bags of ice cream to each other as the leader calls out how to toss them: overhand; underhand; from behind your back; turn three times, then toss, etc. It will take about 10 minutes for the ice cream to freeze, and the more twisting and turning it gets, the better it will be.

For flavored ice cream: Add 1 tablespoon of instant pudding of your choice (we like chocolate!) with the milk and freeze as in the recipe.

Alternative for milk-sensitive Tiger Cubs: Use fruit juice in place of milk to make a nice cold sorbet.

Be a Sport: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have string, tape, and paper bags for kites (<i>Elective 5b</i>).	Have lengths of rope for each boy for the opening ceremony.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's parent helpers. Develop or print photos taken at last week's outing. Have poster board for mounting pictures; have soccer ball.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Den chief leads a fitness game of his choosing (<i>Elective 20o</i>).	Collect permission slips. Den chief reviews how to tie a square knot (<i>Elective 17a</i>).	Collect permission slips. Review safe riding hints (<i>Achievement 9e</i>).	Boys sign thank-you note or card for parent helpers. Boys review the photos taken and select some to place on a poster.
OPENING	Form a Living Circle. Cub Scouts join together and give the Cub Scout Promise.	Use the Square Knot opening (<i>Cub Scout Ceremonies for Dens and Packs</i>).		Sing "America the Beautiful" (<i>Cub Scout Songbook</i>).
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Review the "Be a Sport" theme. Share with Cub Scouts the location, date, and time of the pack meeting. Discuss the role the den will play in the pack meeting this month. Review the rules of kite flying (<i>Elective 5a</i>).	Review the outing for next week. Ask boys what items they would like to bring for the outing. Plan for simple meals such as hot dogs and fruit salad.		Assemble pictures onto poster board as Cub Scouts add captions to describe their adventure in the park. Play another outdoor activity (<i>Elective 20o</i>).
ACTIVITY	Make a Paper Bag Kite (<i>Elective 5b</i>). Den chief shows how to take a pulse and the ideal pulse for each boy.	Play a game of kickball or baseball (<i>Elective 20l</i>). Do a second outdoor fitness activity (<i>Elective 20o</i>).	Take a bike ride to a park. Cub Scouts can fly kites, have a picnic, play games, and take photographs. Bring the kites made two weeks ago to fly (<i>Elective 5b</i>). Select a Cub Scout to share a prayer before beginning the meal part of the outing.	Start with stretching exercises. Play a game of soccer (<i>Elective 20k</i>). Stress sportsmanship.
CLOSING	Sing "Taps" (<i>Cub Scout Songbook</i>). Send home permission slips for outing on THIRD WEEK .	Do the grand howl (<i>Cub Scout Ceremonies for Dens and Packs</i>) to honor the den chief for his help. Remind parents of the bike ride to the local park and what items the boys should bring with them.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Use the Den Leader's Closing Moment or the Closing Thought: Strong and Healthy (8 JUL).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK .	Confirm that each Cub Scout has a bike to use and a helmet for next week's bike ride.	Den leader fills out advancement report for the pack leaders' meeting.	
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 9e; Electives 5, 17, 20.

Let's go for a bike ride and have a picnic, complete with lots of fun! What better thing to do on a summer day? Plan easy-to-prepare meals such as hot dogs with side dishes of fruit and vegetables. Plan various sporting activities such as volleyball, badminton, tossing balls, horseshoes, and ultimate. Get outside and have abundant activities for active Cub Scouts. The *Cub Scout Academics and Sports Program Guide* can provide great ideas for preparing boys for different sporting activities. Don't forget the stretching exercises and the emphasis on sportsmanship and fitness.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 10c*, Family Fun: Go to a park with your family. In summertime, families can take advantage of the warmer weather and longer daylight hours.
- *Achievement 6*, Start a Collection: Practice showing a collection to the family before showing the collection to the den.
- *Elective 5*, Spare-Time Fun: Review kite-flying rules with the family. This is good information to share with siblings.

PARK OUTING FOR THE DEN

Things to remember:

- Bring food. Select a park with grills to have a charcoal fire.
- Give all the adults the location.
- Ensure that each boy has a bike to ride. Borrow from other pack members if necessary.
- All boys need a helmet.
- The park selected needs an open space to fly kites with no overhead electrical wires. Check the *Cub Scout Leader How-To Book* for ideas and hints on kite flying.

SNACK: WRAPPED WIENERS

Make the hot dogs a little different. Use wire skewer sticks or forks designed for using on the barbeque. Skewer hot dogs on the sticks. Wrap them with half of a biscuit (the canned kind). Cook over coals until the roll is browned and the hot dog is hot.

OUTDOOR FITNESS

The den leader, assistant den leader, and den chief lead several fitness activities this month.

Strengthening: Lifting weight or water-filled 2-liter soda bottles

Running: Running for a designated amount of time

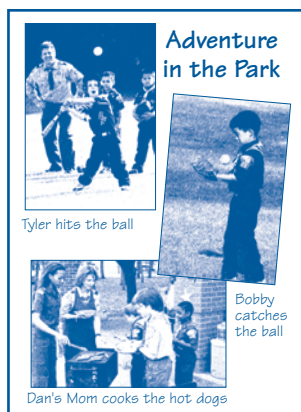
Stretching: Doing stretching activities to limber up before more strenuous activities

Practice events such as softball throw, curl-ups, or other activities. These can be activities referenced in parts of the President's Council on Physical Fitness and Sports.

POSTER FOR PACK MEETING

(*Elective 12f*)

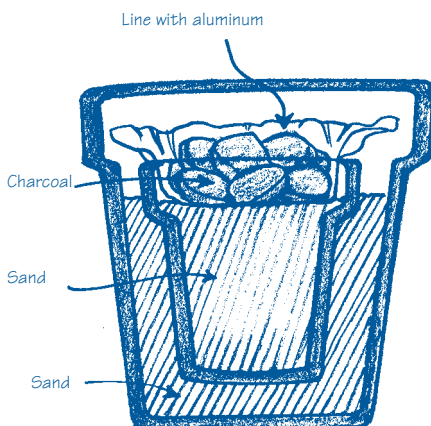
Materials: Blank poster board, pictures, glue



CREATE A COOK "STOVE"

Materials: Clay flowerpots of two sizes that will set inside each other; aluminum foil, sand, charcoal

Place smaller flowerpot inside larger one. Put sand in the space between the two. Line the smaller flowerpot with aluminum foil. Fill three-fourths with



sand. Put charcoal on top of sand. This becomes a grill to make shish kebabs, bake foil dinners, or make s'mores.

DEN MEETING PRAYER

Dear Lord, thank you for bringing us together to play together. Help us to play fair at all times and have fun. Amen.

DEN LEADER'S CLOSING MOMENT

Cub Scouts, we've spent a lot of time enjoying sports and the outdoors this month. We can all feel fortunate for the health that we have and the support we have from our families and friends when we have health problems. We know that we should do our best to be healthy and fit as a thank-you to God for all these blessings. Good night Cub Scouts, stay healthy.

CLOSING THOUGHT: STRONG AND HEALTHY

A Cub Scout keeps himself strong and healthy, not just for his own sake but so that he can be a more useful citizen. When you are physically fit, you can be more helpful to those around you. Keep up the good work, Cub Scouts.

Be a Sport: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have copies of the Young Athletes' Bill of Rights (2 JUL), flying disks, music for "The Star-Spangled Banner," and stopwatch; set out the 50-yard-dash track.	Gather items to make an obstacle course (cones, rope, tires, etc.). Have a stopwatch to time the obstacle course.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have net and game materials to play two games out of doors.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Den chief supervises game of ultimate.	Collect permission slips. Learn the rules of the sport the boys will be attending next week (<i>Achievement 23</i>).	Collect permission slips. Review the rules of the game you will be seeing. Remind boys of the buddy system and how it works. Discuss where you will meet in case someone is lost.	Boys sign thank-you note or card. Play a game of volleyball (<i>Achievement 15a</i>).
OPENING	Play "The Star-Spangled Banner." Explain that this is how most sporting events begin.	Sing the chorus of "Take Me Out to the Ball Game."		Lead an outdoor flag ceremony from <i>Cub Scout Ceremonies for Dens and Packs (Achievement 3)</i> .
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Review the Young Athletes' Bill of Rights with your den. Talk about sportsmanship. Have boys select two Sports belt loops to work on during the month—one individual and one team sport.	Set up a backyard gym (<i>Elective 18</i>). Enlist the help of den parents. Check on the boys' progress on the Physical Fitness belt loop. Tell boys to bring a game to explain and play in two weeks.	Attend a sporting event—high school, college, professional, or a local youth event (<i>Achievement 23e</i>) OR Go bowling or roller-skating with the den and den families.	Introduce guest speaker. When the speaker is done, perform the Sports for Me skit (10 JUL), which will be used at the pack meeting this month.
ACTIVITY	Go through the requirements for the Physical Fitness belt loop. Time the 50-yard dash. Practice the Sports for Me skit.	Have den go through the backyard gym (<i>Elective 18</i>). Repeat to see if boys can improve their times. Invite another den to participate.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Boys who brought a game to play explain and lead the game (<i>Achievement 15</i>). Boys play a second game using a net (<i>Achievement 15</i>).
CLOSING	Lead the Cub Scout Promise. Send home permission slips for outing on THIRD WEEK.	Have each Cub Scout share the name of his favorite sports hero.		Conduct the Cub Scout Light closing (<i>Cub Scout Ceremonies for Dens and Packs</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK. Check on any additional transportation needed for outing.	Remind the boys about the trip next week and check that transportation has been arranged. Make contacts to arrange a visitor from a local sports team to come to the FOURTH WEEK den meeting.	Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 15, 23.

This theme presents the opportunity for the boys to try new and different sports as well as continue ones they already know and love. It's also a chance for their families to get involved as they try new things and work together on new skills. With so much activity and fun in store, why not invite another den from your pack to join your den?

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 3g*, What Makes America Special? Display the flag on July 4 as one of three times.
- *Achievement 23*, Sports, Sports, Sports! This achievement is all about sports, individual and team.
- *Elective 20d*, Track: Contact a local school or college for the use of their facility.
- *Elective 20e*, Roller Skating: Can be regular or in-line skating, and can be rented at a local rink.
- *Elective 20f*: Earn a new Cub Scout Sports pin.

TIME TO REACH OUT

Invite local sports figures, coaches, or college or high school team members to come to the den meeting and share their sport. They can speak on the rules they follow, tell about the conditioning they do, and share the importance of sportsmanship. Hands-on demonstrations on how to handle the ball and any equipment used will benefit each of the Cub Scouts.

SKIT: SPORTS FOR ME

Each boy holds an object related to the sport he will reference (e.g., ball, bat, racket). Each steps forward and says his lines, demonstrates the way to swing the racket/bat, etc. Add sports as needed so each boy has a part in the presentation.

BASEBALL: I like baseball. Listen: Whack. A home run! Yeah!

SOCCER: I like soccer—a good run down the field, a kick, and a goal!

ROLLER SKATING: Wheels on the skates go round and round, all through the town, with a helmet (*emphasize "helmet"*).

BASKETBALL: Dribble, dribble, dodge, and shoot—a 3-pointer for me!

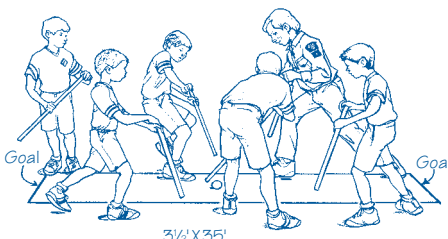
FINAL BOY (*carries a ball, an action figure, and a toy boat*): I have the best, most important sport of all. (*He holds up each object as he slowly speaks the word:*) Sports (*holds up ball*) ... man (*holds up action figure*) ... ship (*holds up toy boat*).

ALL BOYS (*repeat*): Sports-man-ship. (*Boys pat the final boy on the back for a job well done and cheer for him.*)

GAMES

Backyard Hockey

Lay out a rink as shown, using tape on grass or chalk on driveway. Sticks are 3-foot broomstick lengths. The puck may be a "dead" tennis ball or a dog-toy low-bounce rubber ball. Players stay outside the rink and defend the goal to their right. When the puck goes out of bounds, have a face-off between opposing players nearest the spot.

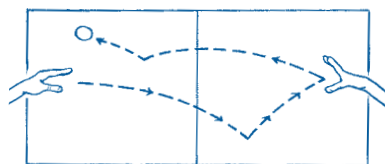


3-foot broomstick
Tennis ball or rubber ball used as puck

Sidewalk Tennis

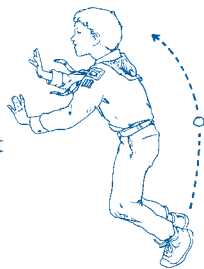
The court is two squares of sidewalk. The ball is a regular tennis ball or a rubber ball. The "rackets" are open hands. The net is the crack or line between the squares. Players try to hit the ball on one bounce into their opponents' square.

Score as in tennis or table tennis.



ANKLE BALL Toss

Try this. The secret is in the kick.



HOMEMADE EXERCISE EQUIPMENT

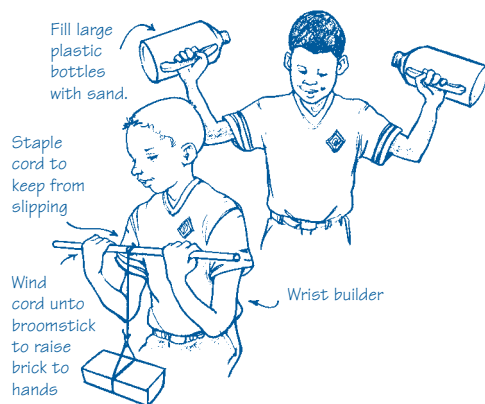
To be strong for playing sports, boys can make equipment from simple objects as shown.

EXERCISE STUNTS

Toe Touch. Stand with your legs apart and your knees slightly bent. Bend and touch your left toes with your right hand, then your right toes with your left hand.

Wrist Builder. Staple cord to keep from slipping.

Wind cord onto broomstick to raise back to hands.



Through the Hoop. Clasp your hands in front of your body and step through the circle made by your arms. Then step backward through the ring to return to your original position.

Towel Pickup. In bare feet, pick up a towel with your toe and move it 4 feet away without dropping it.

Fist Builder. Squeeze a soft rubber ball five or six times with one hand, then with the other. Rest and repeat.

Let's go outside and have fun in the sun! Plan outdoor activities this month that will encourage dens to meet and make preparations together for your pack event. It's a great time for a pack picnic, with each den planning a game or activity. Have a Cubanapolis derby with dens preparing their vehicles and practicing maneuvers during den meetings. Stress good sportsmanship and team building during the planning stages as well as during the actual event. Create kites in your dens and have a kite-flying derby or a family picnic to show off your creations. This might be a great month to work on the Cub Scout Outdoor Activity Award or a Cub Scout Sports belt loop or pin.

PACK PLANNING

This month's pack meeting will get the boys outdoors and breathing fresh air. Appoint the following committees to help with the pack meeting:

Site Committee. Arrange for a suitable location. A covered pavilion may be helpful. Is there a fee? When do sprinklers come on?

Promotion Committee. Prepare invitations with location and time. Let families know if they need to bring chairs or blankets to sit on.

Decorations Committee. Prepare welcome and directional signs.

Program Committee. Arrange for U.S. flag and stand. Ensure that supplies are available for activities.

Welcoming Committee. Welcome families as they arrive. Create sun-shaped name tags.

Refreshments Committee. Prepare refreshments.

Cleanup Committee. Recruit a committee to help with cleaning up the area. Be prepared—bring trash bags.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Family understanding.** Cub Scouts and their families will spend quality time together as they laugh and play.
- **Personal achievement.** Boys feel a sense of accomplishment when they make progress toward their advancement.

This theme is designed to promote character development by emphasizing these core values:

- **Respect.** Boys learn to respect nature as they learn how to take care of it.
- **Health and Fitness.** Spending time outdoors is important to physical and mental well-being. Cub Scouts learn that playing games and being active is a fun way to be fit.

MEMBERSHIP MOMENT

Do you have any new boys who have moved into the area? Give them a "Welcome to the Neighborhood" packet, which could include information about schools and churches and an invitation to join the pack.

Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up for the pack meeting. Because this month's meeting may be in a different location, the promotion committee will have prepared invitations with location and time. The decorations committee hangs welcome and directional signs.

GATHERING

Greeters welcome families as they arrive. Give instructions for Tail Toss (2 AUG). Distribute sun-shaped name tags. Many new families will be attending this outdoor pack meeting. Be sure they are encouraged to participate in all activities. Keep track of the members of the pack who attend this meeting. Attendance is needed for the National Summertime Pack Award.

MAIN PART OF THE MEETING

Opening

Preselected Cub Scouts perform the My Country opening ceremony (2 AUG). Or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout gives the Warmth From Inside prayer (2 AUG).

Welcome and Introductions

The Cubmaster wears sunglasses and holds sunscreen. Welcome everyone to this summertime pack meeting. Be sure to welcome any visitors.

Song

The song leader leads the pack in "My Flashlight" (2 AUG).

Den Demonstrations

Invite dens to share what they have been doing this month.

Games

Invite families to participate in the pack activities that have been prepared.

Recognition

The Cubmaster and assistant Cubmaster present awards using the Refreshing Awards advancement ceremony (3 AUG).

Announcements

Announce the pack's plans for a service project. Confirm the date, time, and location for the pack's annual program planning conference. Give the date, time, and place of the September pack meeting.

Cubmaster's Minute

The Cubmaster shares God's Creations (4 AUG). Another closing thought may be chosen from *Cub Scout Ceremonies for Dens and Packs*.

Closing

The Cubmaster leads the End of the Scouting Year closing ceremony (4 AUG).

REFRESHMENTS

Invite families to the refreshments area. The refreshments committee serves Homemade Root Beer (3 AUG) and Ants on a Log (below).

Healthy Snack Choices for Den Meetings

Ice pops. Freeze fresh, unsweetened, 100 percent juice in ice pop molds or ice cube trays.

Ants on a Log. Spread peanut butter or cream cheese on celery sticks and top with raisins or dried cranberries. (Be alert to allergies.)

Fruits and vegetables
Whole-grain crackers

Cubmaster Corner

OUTDOOR PACK MEETINGS

The ideal location for a summer pack meeting is outdoors. In planning, consider the following:

- **Weather.** Depending on the temperature range predicted for the day of your meeting, consider meeting later in the cool of the evening. Choose a location with a covered pavilion if possible. Have a backup location in case of inclement weather.
- **Seating.** Tell families to bring chairs or blankets to sit on if needed.
- **Acoustics.** It's hard to hear when outdoors. Be sure to talk louder than normal.
- **Sprinklers.** Check to see that the sprinklers aren't going to come on during the meeting.
- **Flag.** Bring a suitable stand for the flag to ensure that it does not blow over.
- **Garbage bags.** Bring garbage bags so that you leave the pack meeting site clean.

Ceremonies, Games, Songs, Stunts

GAME: TAIL TOSS

Boys can practice with a partner as part of the gathering activity.

Equipment: Knee-length tube socks, tennis balls

Preparation: Create "tails" by dropping tennis balls inside tube socks; tie a knot at the edge of the ball.

To play: Boys hold the end of the sock and toss it to their partner. Boys catch the tail (grabbing the tail part, not the ball part). After practice, the boys compete as pairs by tossing and catching the ball back and forth from lines 10 feet apart. Count the number of catches. The team with the most sequential catches wins.

OPENING CEREMONY: MY COUNTRY

Personnel: Five Cub Scouts

Equipment: U.S. flag in place before ceremony begins

Cub Scouts say their lines:

CUB SCOUT 1: This is my country. I will use my eyes to see the beauty of this land.

CUB SCOUT 2: I will use my ears to hear its sounds.

CUB SCOUT 3: I will use my mind to think what I can do to make it more beautiful.

CUB SCOUT 4: I will use my hands to serve it and care for it.

CUB SCOUT 5: And with my heart, I will honor it. Please stand and repeat the Pledge of Allegiance.

OPENING CEREMONY: MOSQUITO

Personnel: Cubmaster and eight Cub Scouts

Equipment: Cards with the letters M-O-S-Q-U-I-T-O and with lines to be said on back

M is for the memories we will share tonight.

O is for the opportunities we are fortunate to have.

S is for the super activities and the people in our pack.

Q is for the quiet times when we can reflect on the wonderful friends we have made.

U is for the ultimate peacefulness in the out-of-doors.

I is for the inspiration we receive from nature.

T is for the terrific people we meet each day.

O is short for "On with the show!"

CUBMASTER: And when you put these all together, what do you get?

AUDIENCE: Mosquito!

CUBMASTER: The mosquitoes and I welcome you to tonight's pack meeting!

PRAYER: WARMTH FROM INSIDE

As we gather this evening as a pack, we give thanks for the sunshine. Just as the sun makes us warm, we feel warm inside when we follow the guidance from our parents and leaders. We thank you for your guidance, too. Amen.

SONG: OUT IN THE SUNSHINE

Tune: "Down by the Station"

Out in the sunshine,
With my friends and family,
All of the Cub Scouts play 'til dark.
See the boys come forward,
Receiving their advancements.
Hip, hip, hooray! Off they go!

SONG: MY FLASHLIGHT

Tune: "The Happy Wanderer"

I love to be out in the sun,
From morning until night.
And when it's dark I start to sing,
Oh, where is my flashlight?

Chorus:

Val-deri, val-dera,
Val-deri, val-dera-ha-ha-ha-ha-ha,
Val-deri, val-dera—
Oh, where is my flashlight?

ADVANCEMENT CEREMONY: REFRESHING AWARDS

Equipment: 5-gallon insulated drink cooler, long-handled spoon, heavy gloves

Ingredients: 6 cups sugar, 3½ gallons cold water, 2 ounces root beer extract, 4 pounds dry ice (see Homemade Root Beer recipe, 3 AUG)

Presentation: Do this ceremony at the beginning of the pack meeting so that the root beer can be served at the end of the meeting. Divide ingredients according to the number of boys receiving awards. Have those receiving awards come forward. As each boy receives his award, he adds an ingredient and/or stirs the mixture. Assistant Cubmaster helps as needed.

CUBMASTER: Tonight we're going to make a soft drink as we present our Cub Scout awards. (*Explain what the ingredients represent:*)

Sugar—Millions of Cub Scouts who live by the Cub Scout Promise.

Water—Parents of Cub Scouts who support the boys and leaders and reduce the work.

Extract—Cub Scout leaders who work hard to give flavor to the pack.

Dry ice—Spirit of Scouting. Without it, the program would be flat and dull. With it, the program will bubble and have pizzazz.

(*Boys pour in small amounts of water and sugar. Stir after each addition of sugar. Assistant Cubmaster, wearing gloves, adds dry ice. Cover cooler loosely. Root beer will be ready in about an hour.*)

CUBMASTER: As you can see, making root beer isn't difficult if we follow the directions. The Cub Scout program isn't difficult, either. If we work together and follow the program, every boy can advance. Congratulations and thank you to everyone who helped make our refreshment. Let's go on with our pack meeting and give the root beer time to brew.

HOMEMADE ROOT BEER

Recipe yields 4 gallons (serves 64).

Use a large insulated drink cooler (do *not* use aluminum) to brew root beer in.

Dry ice can be dangerous. Be sure to wear gloves when handling. Do not allow children to handle the dry ice.

Ingredients:

6 cups white sugar

3½ gallons cold water

1 (2-ounce) bottle root beer extract

4 pounds dry ice

In a 5-gallon cooler, mix together the sugar and water, stirring to dissolve sugar completely. Stir in the root beer extract. Carefully place the dry ice into the cooler; cover loosely with the lid. (Do not secure the lid, as pressure may build up.) Let the mixture brew for about an hour before serving. Leftover root beer can be stored in clean milk jugs.

FUN IN THE SUN PIÑATA

Materials: Large balloon (12 inches or larger), string, newspaper torn into 1-by-4-inch strips, flour, water, orange and yellow tissue paper, paintbrush, black marker, craft knife, transparent tape

Blow up the balloon and tie shut. Tie string to the knot; hang the balloon by the string so that you have access to all sides of the balloon.

Mix flour and water to a thick but smooth consistency. Run newspaper strips through the mixture; slide each strip through two fingers to remove excess. Lay on the surface of the balloon. Smooth the layers down and continue until all surfaces of the balloon are covered. Let dry completely. Repeat, making a second layer. Repeat with a third layer.

Cover the dried balloon with orange and yellow tissue paper. Apply using the same mixture; paint it on with a sponge or paintbrush. Let dry completely. Decorate as desired. *Suggestions:* Add eyes, mouth, nose, sunglasses, sunburst shapes on the perimeter, bow tie, etc.

To make into a piñata: Cut a door in the back by cutting three sides of a square shape. Fill the interior with candy or treats. Tape the candy door shut.

Breaking the piñata would be a fun end to the pack meeting this month. If your pack is large, you may wish to have more than one piñata.

SPECIAL PACK EVENTS

Be sure to alert the parents to bring towels and dry clothes, because water will be used in some of the games.

Kite Derby. Conduct a kite derby. See the *Cub Scout Leader How-To Book* for suggestions and instructions on how to plan this special event.

Cubmobile Derby. Plans for a Cubmobile are in the *Bear Handbook*, Elective 7. More detailed plans are in the *Cub Scout Leader How-To Book*.

GAMES

Drip Drop

Equipment: Balloons, safety pin

Preparation: Using a safety pin, poke a small hole in a 6- to 8-inch balloon. Fill the balloon with water. It will leak water slowly.

The first boy tosses the balloon to the boy on his left. That boy tosses to the boy on his left, and play continues around the circle. Each boy tries to avoid being the one who is holding the balloon when the water is gone.

Underwater Race

Equipment: One No. 10 can per obstacle course, chairs, ropes, poles, bricks, etc.

Create an obstacle course using objects you have at hand. Build in a variety of activities along the path including climbing over, crawling, walking backward, etc. Use your imagination and make many varied obstacles.

Fill cans with equal amounts of water. Each boy holds the can of water over his head as he negotiates the obstacle course. At the end, measure the amount of water remaining. The winner is the one who spilled the least amount of water. In case of a tie, the winner is the one who crossed the finish line first.

Calling All Parents

Equipment: Blindfold for each adult player

Line up the adults side by side in a grassy area and blindfold them. On signal, the Cub Scouts start calling out to their adult partners. Adults follow the sound of their Cub Scout's voice until they reach him.

CUBMASTER'S MINUTE: GOD'S CREATIONS

God created families. He also created our beautiful world for us to enjoy and care for. We have fun doing things together as families and in Cub Scouting. We have many opportunities to work and play together. Cub Scouting, our families, and God's beautiful outdoors have provided us with many

adventures. Let us be thankful for all of these.

CLOSING CEREMONY: END OF THE SCOUTING YEAR

CUBMASTER: This is the last meeting of the Scouting year. We've had some fine times together. As we look forward to the new Scouting year, we have lots to be thankful for ... Cub Scouting, our friends, our homes, our

families, our teachers, and especially for this fine land in which we live. May God keep our faith in what America stands for strong so that we can appreciate our many precious freedoms. Let's stand and sing "God Bless America."

CHEER

Shades. Pretend to put on your sunglasses and say, "Cool, man! Really cool!"

August Pack Program Page: Fun in the Sun

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Astronomy. While the boys are on summer vacation, this may be a good time to stay up a little later than usual and look at the stars. While you're at it, earn the Astronomy belt loop and pin.

Cub Scout Sports

Tennis. A racket, a ball, a court, and the next Roger Federer may find his calling. Tennis is an all-around sport that requires little equipment. Summer is a good time for Cub Scouts to learn the rules and how to play this sport.

FAMILY ACTIVITY

Being Prepared. Family fun in the sun includes barbecues. Review the dangers of the open grill and fire safety while working on the BSA Family Award; refer to *Cub Scouting's BSA Family Activity Book*.

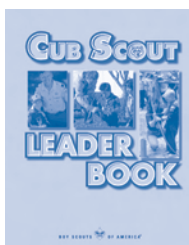
DID YOU KNOW?

Special Activities at Camp

Archery and BB guns are not permitted at den and pack activities. Cub Scout Sports recognition items for BB guns and archery may only be earned at day camp, resident camp, or a council-managed family camping program, or at council activities where there are properly trained supervisors and all standards for BSA shooting sports are enforced.

BSA RESOURCES HIGHLIGHT

Cub Scout Leader Book (No. 33221). Do all your leaders have this resource?



This is the book for every leader. It opens with a description of the history and methodology of Cub Scouting. Chapters are devoted to uniforming, pack and den activities, and character development. Highlights include how to conduct a blue and gold banquet and how to organize special events, with an outline of the rules and regulations that govern the Boy Scouts of America. The appendix is a resource of forms used by everyone. This book makes a good welcome gift for new Cubmasters or committee chairs as they accept their positions in the pack.

PACK LEADERS' PLANNING MEETING

Pack leaders meet one to two weeks before the August pack meeting to finalize plans. Den leaders turn in advancement records for boys who will be receiving awards.

Check final details for the pack meeting. Determine the activities that will take place: kite derby, Cubmobile derby, piñata, games, picnic, etc.

Confirm plans for the annual pack planning conference.

After the pack meeting is over, gather the attendance sheet from the greeters or den leaders. Fill out and turn in the National Summertime Pack Award application.

The pack trainer conducts Unit Leadership Enhancement No. 7, Membership. Complete the Pack Leadership and Membership Inventory Tally Sheet; see the *Cub Scout Leader Book*, chapter 10. Choose a topic for next month's Unit Leadership Enhancement.

LOOKING AHEAD

Distribute copies of the 2009–2010 *Program Helps*. Be sure everyone has a current roster of all new boys who will be in each den. The roster should include names, addresses, phone numbers, and birth dates. Each den leader should also have a copy of the health history for each boy. Confirm your pack's or den's use of school facilities for meetings and/or distribution of recruiting information in the fall.

Plan for a special ceremony as the pack and boys are recognized next month for successful completion of the National Summertime Pack Award.

PACK TRAINER HIGHLIGHT

Congratulate leaders who have completed various training courses this past year. Recognize those who have completed Fast Start training, New Leader Essentials, leader-specific training, Youth Protection, BALOO, and Outdoor Leader Skills for Webelos Leaders.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Tiger Cubs and their adult partners can take binoculars into the forest and go bird-watching.

Wolf Cub Scouts. Play a game of soccer.

Bear Cub Scouts. Look for a tree that has been cut. Count the number of rings to find out how old the tree is.

Webelos Scouts. While outdoors, find as many things as possible that begin with each letter of the alphabet; e.g., ant, bee, caterpillar, dandelion, etc.

Fun in the Sun: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Set up an obstacle course (6 AUG). Photocopy Tiger Cub Whirlybirds (6 AUG).	Have U.S. flag; have materials for Scoop Toss and Wind Chimes, and cardboard for Stepping Stones (6 AUG).	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Make Tiger Cub Whirlybirds (6 AUG).	Make Scoop Toss (6 AUG) and practice tossing with adult partners.		<p>Participate in the monthly pack meeting by sharing photos and stories from this month's Go See It. Tiger Cubs and adult partners sign the thank-you note.</p>
OPENING	Recite the Cub Scout Promise in repeat-after-me-fashion, if necessary (<i>Bobcat requirement 1</i>).	Stand in a horseshoe formation and recite the Pledge of Allegiance (<i>Achievement 2D</i>).		
SHARE	Ask Tiger Cubs to share an outdoor activity they have enjoyed this summer.	Ask Tiger Cubs to share one thing they hope to see at next week's Go See It.	Take a Go See It to the zoo or an aquarium (<i>Elective 42</i>).	
DISCOVER	Negotiate the obstacle course you have prepared. Encourage Tiger Cubs to try again with a chance to better their time each time they repeat it.	Make Wind Chimes (6 AUG). Play Stepping Stones (6 AUG) as time permits.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	
SEARCH	Review the choices for a Go See It outing in two weeks. Let Tiger Cubs decide where they would like to go.	Discuss plans for the Go See It next week. Remind boys of the importance of wearing sunscreen during outdoor activities. Ask Tiger Cub teams to complete <i>Elective 29</i> at home before next week's outing.	Participation and completion of <i>Elective 42</i> should be marked on the Tiger Track Trail.	
CLOSING	Stand in a triangle formation and join together to give a big Tiger Roar (6 AUG).	Have Tiger Cubs and adult partners salute the den leader and repeat the Cub Scout motto (<i>Bobcat requirement 6</i>).		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.</p>				

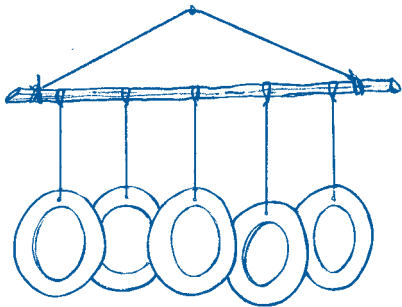
Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Bobcat requirements 1, 6; Achievement 2D; Electives 29, 42.

No matter what part of the country you live in, August is a great month for Tiger Cubs and their adult partners to have fun in the sun. Before school starts, find time to spend some time together on a bicycle ride (*Elective 37*), swimming (*Elective 40*), taking a trip to the zoo (*Elective 42*), or playing a game together (*Elective 35*). Plan a den or family picnic (*Elective 22*). Remember to teach Tiger Cubs the importance of using sunscreen (*Elective 29*) before embarking on outdoor activities.

WIND CHIMES

Materials: Frozen juice-can lids, long twigs, hammer, nail, permanent markers, string



Use hammer and nail to make a hole near the edge of each lid. Decorate lids with permanent markers. Tie lids to a long twig with various lengths of string. Make a hanger with a length of string knotted at both ends of the twig.

TIGER CUB WHIRLYBIRD

Materials: Enlarged photocopy of illustration, scissors

Have Tiger Cubs decorate their whirlybirds with lots of colors. With help from the adult partner, cut along the dotted lines. Fold back along line E. Fold flaps up along lines A and B. Fold the flap up along line C and the flap back along line D.

To whirl: The Tiger Cub holds the whirlybird up high and lets it drop. It should whirl and twirl.

GAMES

Stepping Stones

Materials: Two cardboard squares per Tiger Cub team

Tiger Cubs, each holding two cardboard squares, stand at the starting line next to their adult partners. Each adult partner will step on only one "stepping stone" at a time as his or her Tiger Cub moves the other "stone" until the adult reaches the finish line. The first pair to reach the finish line wins.

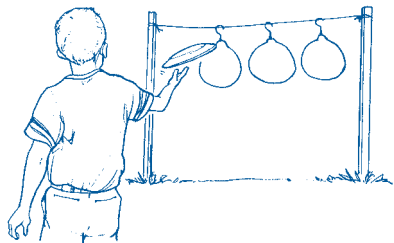
Scoop Toss

Materials: Clean plastic milk jugs, scissors, beanbag or soft ball

The adult partner cuts the bottom and part of one side from the jug, as indicated in the drawing. Make a pair of scoopers for each team. The Tiger Cub places a beanbag or soft ball in his scooper and tosses it underhand to his adult partner. Practice catching and throwing from varying distances.

Flying Disks

Materials: Rope or string, coat hangers, flying disks



Shape wire coat hangers into circles. (Or cut rings from two heavy paper plates stapled together.) Hang rings from a rope tied between two trees or poles. Have Tiger Cubs practice tossing flying disks through the rings.

Reel 'Em In

Materials: Craft stick and string for each team

Divide Tiger Cubs and adult partners into two teams. Each team is a fishing boat, and team members are the fish and fishermen. The first person in each line is the fish; the second is the fisherman.

The fisherman holds the "line" (craft stick with string attached) while the fish takes the loose end of the string. On signal, the fish runs to a designated point (string is premeasured to reach that distance), stops, and turns to face the boat. The fisherman "reels" him in by pulling on the string. The fisherman then becomes the fish while the third

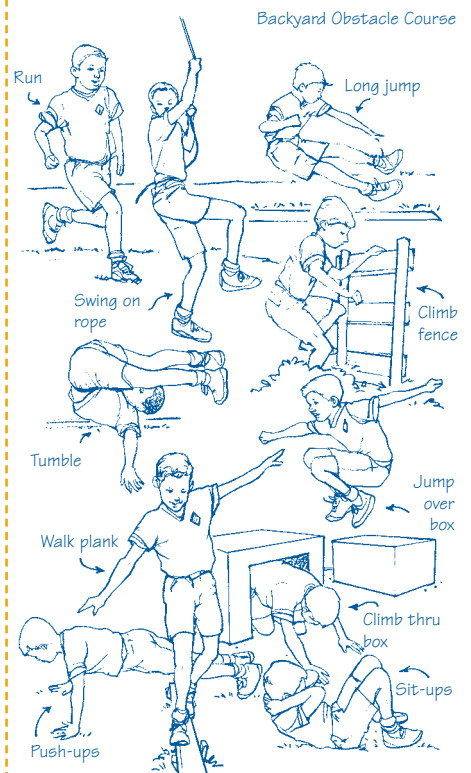
team member becomes the new fisherman. When finished, the team sits in a straight line, holding the shoulders of the team member in front so that they won't tip the boat.

TIGER ROAR

Tiger Cubs stand in a circle. The leader throws a handkerchief into the air. As long as the handkerchief is in the air, everyone lets out a tiger roar. As soon as the handkerchief hits the ground, all noise must stop.

BACKYARD OBSTACLE COURSE

Set up a backyard obstacle course using boxes, boards, ropes, or other available materials. Time each Tiger Cub as he maneuvers through the course. Challenge him to go again to try to beat his previous time.



Fun in the Sun: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have supplies for Penny Drop game and for Sunshine Neckerchief Slides (8 AUG).	Have supplies for High Dive (8 AUG).	Check with the location for the family barbeque to confirm arrival time and any needed supplies.	Denner writes thank-you to last week's destination.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Play Penny Drop (8 AUG).	Collect permission slips. Start the meeting outside and play High Dive (8 AUG).	Collect permission slips.	Boys sign thank-you note or card. Make paper airplanes (8 AUG).
OPENING	Form a semicircle around the flag. Denner leads a flag ceremony. Say the Pledge of Allegiance.	All boys form a line and use the Cub Scout salute to the flag. Sing "America" (<i>Elective 11a</i>).	Gather supplies for the outdoor event.	Form a circle around the flag, raise the right hand in the Cub Scout sign, and say the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Fun in the Sun theme. Explain that the outing in two weeks will be an outdoor cookout. Explain that all boys will be contributing to the meal supply and preparation.	Involve Cub Scouts in planning the family barbeque next week. Decide which treats to cook, how the flag ceremony will be done, and which games to share with the families. Stress the need to bring supplies for each of the activities.	Have a backyard (or park) family barbeque (<i>Elective 18a</i>).	Discuss the pack meeting this month. Practice the song "I've Got That Cub Scout Spirit" for presentation at the pack event.
ACTIVITY	Make Sunshine Neckerchief Slides (8 AUG). Sing "I've Got That Cub Scout Spirit" (<i>Elective 11c</i>).	Conduct some outdoor activities as shown in the <i>Cub Scout Leader How-To Book</i> .	Conduct an outdoor flag ceremony (<i>Achievement 2a</i>). Cook an outdoor meal (<i>Achievement 8e</i>). Sing a song that is a grace (<i>Elective 11e</i>).	Return outdoors and fly the paper airplanes in different contests: Distance traveled Time in the air Hitting a target, etc.
CLOSING	Say the Law of the Pack in repeat-after-me fashion. Send home permission slips for outing on THIRD WEEK.	Boys observe a moment of reverence (8 AUG).	At the end of the trip, lead a reflecting discussion with boys about their outing.	Do the grand howl (<i>Cub Scout Ceremonies for Dens and Packs</i>) in honor of the den chief.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 2a, 8e; Elective 11.

With the summer in full swing, have fun in the sun. Cub Scouts enjoy the special times with families. An all-den, all-family outdoor meal offers great fun for everyone. Involve the Cub Scouts in planning this special event. Plan what to do, what to cook, and what to bring to make it all happen. Boys learn a valuable lesson when they learn that planning for activities is satisfying when all the plans fall into place and the event is successful.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 4f, Know Your Home and Community:* "Fun in the sun" applies to trips of discovery. Families will benefit from visiting a local historic location.
- *Achievement 10, Family Fun:* When Cub Scouts complete the Character Connection for Cooperation, it opens the door to family communication and working together toward mutual goals.
- *Elective 14, Pets:* Boys can enjoy their pets and have fun with them in the sun while learning responsibility as they take care of pets over the summer.

PAPER AIRPLANES

Make paper airplanes from sheets of paper. See whose plane:

- Flies the farthest
- Can hit a target
- Lands closest to a target line
- Stays the longest time in the air

Be sure to tidy up the area when done.

MOMENT OF REVERENCE

A moment of reverence is often held during the closing moments of a den meeting. This is simply a brief period of silence during which the boys are asked to think about their blessings and pray if they wish. If all members are of the same faith, one of the boys could be asked to offer a short prayer, or the den leader may do so.

PENNY DROP

Materials: Plastic dish, 10 pennies for each player, plastic swimming pool

Fill pool with water. Sink dish to the bottom of the pool. Players stand in the pool around the dish. Each person takes a turn trying to drop pennies through the water and into the dish. Each player drops all 10 of his pennies, one at a time, before the next player takes his turn.

HIGH DIVE

Materials: Large tub or inflatable swimming pool, jar, pitcher, chair, access to water

Place the tub on the ground and a jar inside the tub. Place a chair by the tub. One at a time, each boy stands on the chair, holds a pitcher of water at chin height, and sees how much water he can pour into the jar.

SKIT: FISHING

Setting: Two Cub Scouts rowing in an imaginary boat

CUB SCOUT 1: It sure is a long way out here.

CUB SCOUT 2: Yep. I can't see the shore anymore. Ready to start fishing?

CUB SCOUT 1: Sure. This looks like a good spot to me.

(Both cast their imaginary fishing lines. Continue for several casts.)

CUB SCOUT 1: I told you this would be a good spot.

CUB SCOUT 2: Well, we have our limit. We better get back.

CUB SCOUT 1: OK.

CUB SCOUT 2: Did you use a map to get here?

CUB SCOUT 1: Nope.

CUB SCOUT 2: This is a great spot. How are we ever gonna find it again?

CUB SCOUT 1: That's easy. I'll mark the spot with a big X right here on the side of the boat.

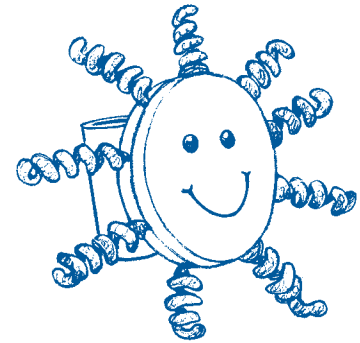
GAME: WATER PITCH

Materials: Small water-filled balloons

Pair off players and give each pair a small water-filled balloon. The players in each pair face one another about 3 feet apart. On signal, one player tosses the balloon to the other. If it is dropped or breaks, the pair is eliminated. Each player surviving the first round steps back about 2 feet (so boys are now 5 feet apart), and on signal, the balloon is tossed. The survivors of that throw again step back 2 feet. The game continues until only one pair remains.

SUNSHINE NECKERCHIEF SLIDE

Materials: Foam sheets (yellow and/or orange), scissors, chenille stems, pencil, glue, wiggle eyes, PVC pipe



From foam sheets, cut out two 3-inch circles per boy. Wrap chenille stems tightly around a pencil to create loops. Glue the chenille stems to the back of the first foam circle, making a sunburst pattern. Glue another circle of foam to the back to cover the ends of the stems. Add wiggle eyes to the front and draw a smile. Using a low-temperature glue gun, add a 1-inch length of PVC pipe to the back for the neckerchief slide.

When cutting circles from foam, pre-cut squares first. Then Cub Scouts cut out their own circles. This shows that it is important to preplan the use of materials and not be wasteful.

Fun in the Sun: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Gather items necessary for the Nuts and Bolts snack. Have cards for family picnic invitations.	Have paper and writing instruments for boys to write down tasks. Have equipment for games. Hold this meeting outdoors.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Collect equipment for games. Make copies of the Outdoor Code (<i>Cub Scout Leader Book</i>).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Cub Scouts write invitations to their parents inviting them to the family picnic (<i>Achievement 18d</i>).	Collect permission slips. Form teams of two and play Rock, Paper, Scissors.	Collect permission slips.	Have boys write a thank-you note or card to their parents for attending the family picnic (<i>Achievement 18e</i>).
OPENING	Form den in a horseshoe around the flag. Assistant denner presents colors at open end. Denner leads Pledge of Allegiance.	Have boys sing "If You're Happy" (<i>Cub Scout Songbook</i>).		Give each boy a copy of the Outdoor Code and recite it as a group.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Remind the boys about the monthly pack meeting and review any assignments the den might have.	Review the pack meeting details and the den's skit or song contribution.	Have a family picnic at a local park (<i>Achievement 12c</i>). Each family brings the side dish that was selected by each boy during planning for the event. Let boys, with adult help, prepare Pigs in a Blanket and S'Mores (<i>Achievement 9g</i>). At the end of the event, lead a reflecting discussion with boys about their outing.	Talk with the boys about the Character Connection for Respect (<i>Achievement 8g</i>).
ACTIVITY	Discuss healthy eating habits. Make a list of junk foods (<i>Achievement 9d</i>). Talk about what makes a healthy snack; then make Nuts and Bolts (<i>Achievement 9e</i>). Talk to the boys about the family picnic that will be held later in the month. Ask them to find out what type of side dish their family will offer to provide.	With the den leader's help, boys plan the details of the den event next week. It will be an outdoor day (<i>Achievement 12</i>).		Have a game day at the park. Pick games and activities from <i>Achievements 15</i> and <i>16</i> .
CLOSING	Recite the Cub Scout Promise and then enjoy the snack made earlier. Send home permission slips for outing on THIRD WEEK .	Form a Living Circle and have the denner lead the boys in the den yell.		Form a Living Circle and have each boy tell one thing he is going to do to show respect to another person. Give each boy his thank-you note to take home.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK .		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 9d, 9e, 12, 15, 16, 18d, 18e.

Fun in the sun takes planning. Bear Cub Scouts get a chance to learn organizational skills this month. The den will plan its family outdoor day—details of the location, the menu and what foods to bring, what games to play, and what equipment will be needed. This is a shining opportunity for the boys to have a critical part in planning their activity. At the end of the outing, a “debriefing” will reinforce the success of their organization and point out any places where improvement could be made for next time. Congratulate your Cub Scouts, because the ability to organize is an essential life skill.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 14, Ride Right:* Summertime brings outdoor time, and boys will be riding bikes. Reinforce bike safety and traffic knowledge. With school right around the corner, being aware of the route to school may be important for many.
- *Achievement 24, Be a Leader:* Boys may see a new boy in their neighborhood or have new den members from spring recruiting. Each Cub Scout can help a new boy through the Bobcat trail or identify a new neighbor who would like to join Cub Scouting.
- *Elective 6b, Aircraft:* Vacation time often involves travel. As Cub Scouts experience airplane flight, they have the chance to review what kind of an airplane they are on and what it is that makes it fly!

PLANNING FOR FAMILY DAY

Cub Scouts can re-create the details that they see at the pack meetings: name tags, greeters, gathering activities. Because this activity will likely be away from the regular meeting place, the first step is to complete and file a local tour permit.

Prepare a timetable for when families should arrive, when boys would like to have their meal items ready, when the games will be played, etc. Make assignments. Items to include:

Setup. Boys can be assigned to take responsibility for setting the table, placing the side dishes families have brought onto the table, arranging silverware and plates, beverages, etc.

Greeting. Boys will want to prepare name tags for all parents and siblings. They may choose to select a boy to help parents find their name tags and explain the activities ahead.

Food preparation. Decide if each boy will cook for his family or if a set of boys will be responsible for making the treats to be cooked and another set of boys responsible for doing the actual cooking (with adult supervision).

Family contributions. Suggest that each family prepare one item. Boys should have spoken to families during the week so they are prepared to announce their contribution. Finalize this aspect of the family day to avoid any duplications.

Games and activities. Prepare a list of games to play and the equipment needed. Selections may include the many games the den has done throughout the school year in den meetings. Make assignments for each Cub Scout to be responsible for bringing something. Be sure games are available for younger siblings.

Entertainment. Cub Scouts may choose to present a new skit that their families have not seen. This skit can then be performed at the pack meeting.

The *Cub Scout Leader How-To Book* has many skits that require few or no props. Or choose an audience participation story such as *Car Trouble* (chapter 5).

Cleanup. Each boy can be responsible for one aspect of cleanup after the activity is complete. Remind Cub Scouts that we always leave an area cleaner than we found it.

When the planning is complete, have each boy write down the tasks he is responsible for.

CHARACTER CONNECTION: RESPECT

We were just reciting the Outdoor Code.

What does respect mean to you?

Why would I say respect is involved in these thoughts?

Do you practice respect for people around you? How? Who?



How can we show respect to others?

Thank you, Cub Scouts. I respect all that you are doing for yourselves and for others.

CUBMOBILE

The den may be preparing a Cubmobile for the pack meeting this month. Illustrations and directions are in the *Bear Handbook*, Elective 7. This is a good opportunity to solicit plenty of parental help.

- Divide up tasks for the Cub Scout and his parent to work on together.
- Share the expense and ask for donations of specific parts from parents, relatives, neighbors.
- Remember to sand any wooden parts to avoid splinters.
- Safety gear is a must, both during construction and when riding the finished product.
- Take plenty of pictures. You'll want plenty from this memory-making project.

BSA Supply Division Theme Support Materials

SEPTEMBER 2008—New Buddies

17498	Bookmark/Bag Tag Leather Kit
14282	Cub Scout Reminder Bands
34183	Pit Pass Recruiting Lanyard
14438	Den Meeting in a Box
01443	Hiking Staff

OCTOBER 2008—Adventures in Books

17241	Cub Scout Stamp
34131	“Real Life Robots” <i>Boys’ Life</i> reader
34154	“Night Creatures” <i>Boys’ Life</i> reader
34325	“Really Big Things” <i>Boys’ Life</i> reader
34326	“Nature Detectives” <i>Boys’ Life</i> reader
14439	Den Meeting in a Box

NOVEMBER 2008—Seeds of Kindness

00508	Good Turn Coin
17166	Wood Shadow Box Kit
33024	Good turn for America Sticker Sheet
14440	Den Meeting in a Box

DECEMBER 2008—Holiday Lights

14423	Wood Snowflake 2-pk.
30562	Celebrate Around the World Pamphlet
14441	Den Meeting in a Box
01363	Light Stick

JANUARY 2009—“A-MAZE-ing” Games

17184	3-D Alligator Puzzle
17168	3-D Cricket Puzzle
34152	Scout Puzzle Book
32023	CS Skill Game
38006	Let’s Go Camping Game
32537	Baden Powell Puzzle
34489	World Scouting Puzzle Den Meeting in a Box
14218	Monopoly

FEBRUARY 2009—American ABCs

17154	Cub Scout Wood Letters Motto Den Meeting in a Box
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MARCH 2009—When I Grow Up

07406	Slime Science Kit
7403	Electricity Kit Den Meeting in a Box

APRIL 2009—Jurassic Pack

17446	Dig-A-Glow Dinosaur Kit
17188	3-D Dinosaur Puzzle
32542	Rocks and Fossils Activity Book Den Meeting in a Box

MAY 2009—Leave Nothing but Footprints

17177	Bug Duplex Kit
32073	Leave No Trace
32541	Bug Hunter
33190	Trekking on a Trail Den Meeting in a Box

JUNE 2009—A Camping We Will Go

17919	Flat Reed Campstool Kit
32220	Cooking on a Stick
33192	Cooking in a Can
33191	Sleeping in a Sack
32079	Camping Skills Game Den Meeting in a Box
24190	Cub Scout Day Pack

JULY 2009—Be a Sport

17885	Lunastix Juggling Sticks
34299B	Cub Scout Academics and Sports Leader Guide Den Meeting in a Box
24087	Basketball
24062	Activity Helmet
24063	Activity Knee/Elbow/Wrist Guards

AUGUST 2009—Fun in the Sun

17165	Cub Scout Noise Maker
34287	Nature Ranger Den Meeting in a Box
24200	Sunscreen 30

Your Role as a Cub Scout Leader

Refer to the Advancement and Leadership chapters of the *Cub Scout Leader Book* for more details. Training for all positions is available in your local district. Your local Cub Scout roundtable will provide theme-related monthly activities to assist you in your role.

TIGER CUB DEN LEADER

With the host Tiger Cub and adult partner, prepare and run each den meeting and ...

- Introduce the Tiger Cubs and their families to Cub Scouting using the *Tiger Cub Handbook*.
- Encourage boys to complete requirements for their Bobcat badge and Tiger Cub badge.
- Organize Go See Its.
- Attend the pack meetings with the Tiger Cub den.
- Help the den prepare a contribution to the pack meeting.
- Provide immediate recognition to all Tiger Cubs.
- Help your Tiger Cubs make the transition into a Wolf Cub Scout den.



CUB SCOUT DEN LEADER (WOLF AND BEAR)

Prepare and run the den meetings and ...

- Help all boys to earn their Bobcat badge, followed by their badge of rank.
- Sign books and record advancement weekly.
- Provide immediate recognition for boys who complete achievements.
- Help the den prepare a contribution to the pack meeting.
- Encourage boys to continue advancement opportunities at home.
- Provide opportunities for character connection discussions in the den meeting.
- Oversee and plan for outings.
- Transition the den into the next level.



WEBELOS DEN LEADER

Prepare and run the den meetings and ...

- Use the *Webelos Leader Guide*, as your primary resource.
- Help the boys complete activity badges.
- Help the den prepare a contribution to the pack meeting.
- Lead boys in completion of the requirements for the Webelos badge and the compass points emblem.
- Provide den camping opportunities for the Webelos Scouts.
- Work with a Scoutmaster to provide joint den and troop camping opportunities.
- Help second-year boys to complete the Arrow of Light Award.
- Explore troops in your area for second-year boys to join.
- Graduate the boys into the Boy Scout troops of their choosing.



PACK COMMITTEE CHAIR

Call and run the monthly pack leaders' meetings and ...

- Oversee the pack's finances and maintain records.
- Oversee award presentations for boys.
- Coordinate special activities (pinewood derby, raingutter regatta, rocket races, blue and gold banquet, etc.).
- Complete the rechartering of the pack each year.



CUBMASTER

Organize and oversee the pack meeting and other pack activities and ...

- Provide fun, active, and fast paced pack meetings.
- Ensure that awards are presented in a fun and festive way to all boys.
- Involve parents in all the meetings and activities.
- As a role model, demonstrate the positive traits of leadership.
- Deliver a monthly Cubmaster minute to help boys understand the values associated with the monthly theme as well as Cub Scouting's positive values emphasis.



PACK TRAINER

Conduct orientation of new families and pack leaders and...

- Encourage pack leaders to attend Cub Scout Leader Basic Training, which includes New Leader Essentials and Cub Scout Leader Specific Training.
- Help with Unit Leadership Enhancements during pack leaders' meetings.
- Encourage pack leaders to attend ongoing training such as Youth Protection Training, roundtable, pow wow, BALOO, Outdoor Leader Skills for Webelos Leaders, and Wood Badge.
- Remain current with training material and program updates.
- Keep track of pack training records.
- Encourage den chiefs to attend Den Chief Training.



Newly Revised

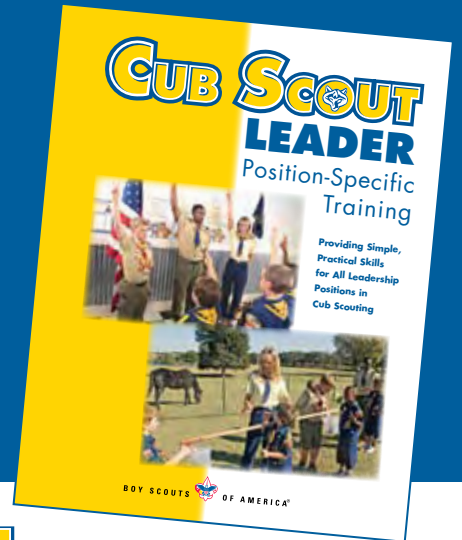
Cub Scout Leader Position-Specific Training

Provide your new leaders the specialized knowledge they need to function effectively in their new roles. The package includes detailed training modules in print and on the DVD-ROM in PDF format:

- What Is Cub Scouting?
- How We Have Fun
- Tiger Cub den leaders
- Wolf and Bear den leader and assistants
- Webelos den leader and assistants
- Cubmaster and assistants

- Pack committee chair and members
- Pack trainers

Slides, handouts, and other reference materials are all included on the DVD-ROM—get yours today at www.scoutstuff.org or your local council service center or Scout shop!



CubCast



Need a great idea for your den or pack that really works?

Want to share a great idea that worked in your den or pack?

Check out Cubcast at www.scouting.org/cubscouts/podcast

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